Official Sega Dreamcast

NEW!
JUNE 1999. ISSUE 0

128 BIT GRAPHICS
TO RIVAL REALITY

56K MODEM
FOR INTENSE ONLINE GAMING

12+ GAMES AT LAUNCH
MORE THAN ANY OTHER SYSTEM EVER!

9.9.99
SEGA DREAMCAST GOES
SUPERSONIC!

INSIDE!
DREAMCAST
NEWS
PREVIEWS
FEATURES
REVIEWS
AND MORE!

imagine
MEDIA WITH PASSION

Dreamcast 90210? Oh God, no...

WELCOME...

....To the Official Sega Dreamcast Magazine- dedicated to the most powerful and exciting videogames console in the world. Armed with a 128bit graphics engine and a modem that will allow you to surf the internet, play massively multiplayer games and even e-mail your buddies- Sega Dreamcast is in every way a next generation entertainment platform.

It deserves a next generation magazine.

Like the system, we're ahead of the game. Dedicated to bringing you the complete world of Dreamcast every issue, our promise to you is that we will work tirelessly for the biggest exclusives- never flinching from asking the tough questions and never ever taking the PR line. We promise to furnish you with only the very best demos on our exclusive GD-ROM so that you can play before you pay and in our reviews we aim to set a new standard.

We will never review a game until it's completely finished. And when it arrives in the office- we won't score it until we've played the whole thing through- from the start menu to the end sequence.

But we're official, so we can't say what we want, right? Wrong. This magazine carries the official license from Sega because that's the best way to give you, the reader, the best value every issue. It means we can provide you with a disc full of free demos and uninhibited access to Sega's legendary and world-class development studios. It gives us the back-stage pass- and that's better for you. But the door only swings one way. Sega has absolutely no say in the content of this magazine. We are editorially independent- beholden to no-one. We answer only to you.

So once again- welcome. Enjoy this sneak preview and join with us in looking forward to Septmeber, when the world's most powerful console hits the stores- coincidentally enough, just in time for Issue One. Looks like Christmas is coming early...

Simon Cox
Editor In Chief

DCROM
DREAMCAST*GD-ROM*

WELCOME *TOTHEDISC!*

At first glance, **DCM**'s disc may look like any in your collection, but it's much, much more. Simply pop the disc into your Dreamcast, power up, and you'll no longer just read about the hottest forthcoming games in our pages – you can actually play them weeks (and often months) in advance of their arrival in stores. Every month, our disc will also provide exclusive video interviews with important figures from the world of Dreamcast, video walkthroughs and strategies for the toughest games, downloadable VMU games, special saves, and cast iron pick-up lines.

Plus, our special web browser makes it easy to go online with your Dreamcast and check out the multitude of Internet-exclusive news, reports, contests, and other special goodies we have to offer at our www.dreamcastmagazine.com website.

HAVING*TROUBLE?*

If you can't get your DC disc to work, contact DCM's free technical help line at 1-800-DCM-HELP (1-800-555-4357) now and our help line staff droids will do all they can to, well, help, obviously. If you still can't get the damn thing working, then please mail the disc to the following address, and we will send you a replacement immediately with our compliments and probably some phony letter from the editor.

You should also note that the disc isn't intended to work in your computer's CD-ROM drive or a regular CD player – it's only for Dreamcast, and that's the way we'd like to keep it.

Toll-free Disc Help Line:
1-800-555-4357

SONIC*ADVENTURE*

PLAY IT!

SPIN OUT IN EMERALD COAST

If painting yourself blue and running around half-naked isn't your idea of fun, why not at least take control of someone who makes it their life's work? Yep, we're talking about Sonic the Hedgehog, star of this month's featured game on the DC-ROM.

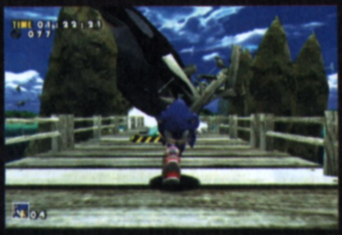
He's back in action after a nearly two-year hiatus, and thanks to the modern miracle called the 'demo,' you can sample the first level from his latest outing in Sonic Adventure – which, consequently, we've reviewed in full this issue (**Supertest** p24).

PG.24 GO THERE NOW

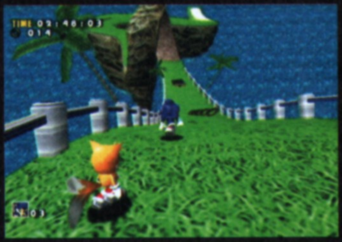
Enemy smashing, ring grabbing, a big fat guy named Robotnik... it's all there, but trust us, you'll want to refer to the controls diagram (see side panel) before jumping in spines-first.

Once you've mastered the demo, jet on over to our website at www.dreamcastmagazine.com and see how your best time stacks up against your fellow – obviously much slower – readers.

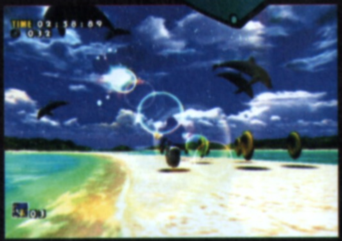
Happy spinning, and ditch Tails one time for us, eh?



"Run, Sonic, run!" Playing hard to get with a killer whale is risky business - but it sure looks great.



Maintaining top speed through the stage is crucial, so no waiting around for that freakazoid fox.



When dolphins attack! *Sonic Adventure*'s Emerald Coast wouldn't be right without them.

HOW*TO... BLAST THROUGH STAGE ONE*

Sonic Adventure's demo stage on this month's GD-ROM contains a handful of hidden shortcuts that will shave precious seconds off your total time once uncovered. Fortunately, you won't have to poke around for them, as **DCM** has already done the legwork for you.

The first of these top-secret paths is located mid-way through Emerald Coast. Run along the steeply curved rock wall (alongside the waterfall) and make sure to stay as far up as possible. You'll need to enter the small cave at its end, where a series of springboards will propel you ahead in the level.

Another not-so-conventional shortcut involves leaping the moment you hit the acceleration pads that lead into the "corkscrew cavern" about a hundred yards after the shortcut you just encountered. Getting the timing just right will bypass the corkscrew and send you straight through the tunnel's center.

Finally, perform Sonic's spin dash at the base of the incredibly steep ramp you'll find after exiting the tunnel, and hold hard right as you reach its top. Keep holding right until you land on the beach below, and you'll have blown past an entire section of the stage.

Publisher: Sega of America
Contact: 1-800-555-7342
Online: www.sega.com

CONTROLS

Analog Stick: Walk and run
D-Pad: Switches to a first-person viewpoint, enabling Sonic to look around at his surroundings

A: Jump (Tap again while in the air to perform a dash attack)
B: Spin Dash
X: Spin Dash
Y: Not Used

R: Rotate camera right
L: Rotate camera left

SEGARALLY2

GET IN AND DRIVE!

PLAY IT!

Nothing's more relaxing after a congested, stressful drive on the highway than firing up your Dreamcast and getting behind the wheel of another car – one that, unlike your own, can be rammed into opposing traffic without risk of bodily injury or irksome lawsuits. It's with this goal in mind that **DCM** has slapped a playable track from *Sega Rally 2* onto this month's DC-ROM.

Upon starting up the demo, you'll be presented with two cars: the Lancia Stratos and Toyota Celica. The Stratos boasts the best acceleration of the two, while the Celica is an all-around good handler. Whichever you choose, you won't be caught short of horsepower – these cars tear up the gravel with Batmobile-like ease.

Once you've mastered every twist and turn of the demo course, speed on over to **DCM**'s website at www.dreamcast magazine.com and upload your best time for comparison against those of your fellow readers. You'll find more pointers on getting your racing skills up to snuff in our How To section, which starts on page 30.

PG.30 GO THERE NOW

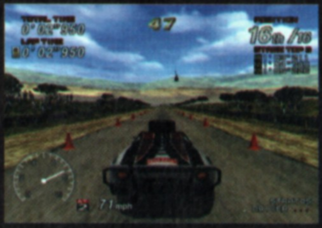
CONTROLS

Analog Stick: Analog steering
D-Pad: Digital steering

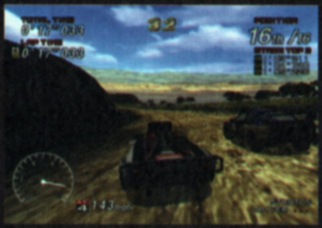
A: Select menu items
B: Back up through menus
X: Hand brake
Y: Change view

R: Accelerator
L: Brake

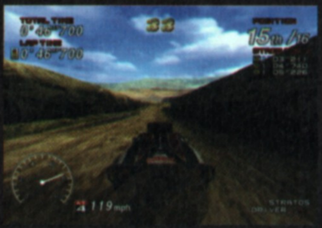
Publisher: Sega of America
Contact: 1-800-555-7342
Online: www.sega.com



Ready, set, go! Keep the pedal to the metal and you'll have no problem leaving your competition in the dust.



Practicing proper cornering technique is essential to winning, but nudging other cars off the track never hurts, eh?

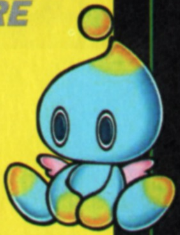


Hurtling full-throttle into puddles will muddy your car - just don't let this cool effect distract you from the track ahead.

VMUDOWNLOADS

SONICADVENTURE

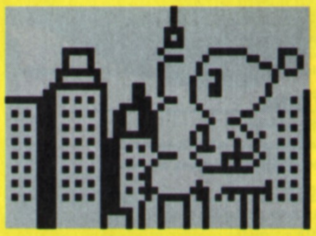
SUPER CHAO



We've bred this pint-sized dynamo with only the best and most skilled of Sonic's animal pals to instill in him lightening fast speed, not to mention dashing good looks. Just don't tell your friends where you got him, eh?

To get our extra-special Chao onto your VMU, first select the "VMU Downloads" option from the main menu of the GD-ROM. Now highlight "Super Chao," hit the "A" button, and he'll be downloaded and ready to race in no time flat. For more information on Sonic's cute comrades, be sure to read our *Sonic Adventure* Supertest review, which starts on page 24.

PG.24 GO THERE NOW



PROFILE

In the **DCM** hot seat this month is Bernie Stolar, president and chief operating officer of Sega of America.

WATCH IT!

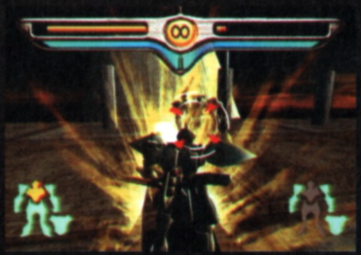
EXCLUSIVEDREAMCASTGAMESPREVIEW

To compliment **DCM**'s extensive Tokyo Game Show coverage which starts on page 6, this issue's GD-ROM is packed to the gills with exclusive video footage from every single Dreamcast game displayed at the three-day Japanese event – many of which you'll see previewed in these pages in the coming months.

PG.6 GO THERE NOW

From Sega's *Shenmue* to From Software's *Frame Gride*, each of the more than 25 games is represented by a two-minute clip and accompanied by our running commentary. So, if you're in the mood for a sneak peak at the games of 2000, go for the "Watch It!" option on the DC-ROM's main menu and grab yourself some popcorn.

Viewing pointers: Hitting the "A" button will pause the video, and hitting "B" kicks you back out to the game selection menu. Pressing "Y" will bring up a VCR-style control that lets to move frame-by-frame though those extra-special moments.



***Frame Gride*: Watch it on the disc now!**

Official Sega Dreamcast Magazine

Official Sega Dreamcast Magazine

Editor In Chief
SIMON*COX*

Art Director
GREGORY*HAN*

Senior Editor
RANDY*NELSON*

Reviews Editor
FRANCESCA*REYES*

Jason Brookes Editorial Contributor
Aaron Lauer Photography
J.C. Standish Marketing Manager

CONTACT
OFFICIAL SEGA DREAMCAST MAGAZINE
Imagine Media, Inc.
150 North Hill Drive, Brisbane CA 94005
EDITORIAL
voice: 415. 468. 4684 fax: 415. 468. 4686
email: scox@imaginemedia.com
ADVERTISING
voice: 415. 468. 4684 x123 fax: 415. 468. 4686
email: cpovio@imaginemedia.com

If you have questions about a subscription,
please contact: Customer Service 800. 678. 3643
email: subscribe@imaginemedia.com
with "Official Sega Dreamcast Magazine" as the subject

ADVERTISING
DOUG FAUST publisher
LORI HOVLAND regional advertising manager
CHRIS POVIO regional advertising manager

PRODUCTION
RICHARD LESOVOY production director
JOSE URRUTIA production coordinator

IMAGINE MEDIA, INC.
KATE BAILEY subscription director
BRUCE ELDRIDGE newsstand director
THEA SELBY newsstand manager
JENNIFER CARSON direct marketing specialist
CHRISTOPHER BOILY newsstand mktg. analyst
INTERNATIONAL LICENSING REPRESENTATIVE
Robert J. Abramson and Associates, Inc.
720 Post Road, Scarsdale, New York 10583

Entire contents © 1999, Imagine Media, Inc. All rights reserved. Reproduction in whole or in part without permission is prohibited.

Imagine Media, Inc. also publishes *PC Accelerator, PC Gamer, PSM, Business 2.0, Maximum PC, MacAddict and Next Generation.* Products named in these pages are tradenames or trademarks of their respective companies. Imagine Media, Inc., is not affiliated with the companies or products covered in Official Sega Dreamcast Magazine.

SPECIAL THANKS TO: Bernie, Jennifer at Access, Jed for his ongoing battles, Agnelli and Nelson for 'El Nino', Chicane + Oakey for top chewns, Next Gen, Edge, Randy's bloody toy robots, Caspar, Guru Amit, Matt, Kari, Bruce, The Matrix, Jose, Jonny, Jase, Nic in Japan, friends at both GR's, Quake 2, and that stupid f#@%&*# 'insoctopus' creature of Randy's

imagine
MEDIA WITH PASSION

IMAGINE MEDIA, INC.,
150 North Hill Dr., Brisbane, CA 94005
(415) 468-4684 www.imaginemedia.com

CHRIS ANDERSON CEO
TOM VALENTINO vice president/CFO
HOLLY KLINGEL vice president/circulation
CHARLES SCHUG general counsel

IMAGINE ENTERTAINMENT DIVISION:
JONATHAN SIMPSON-BINT president
MATT FIRME vice president/editorial director
J.C. STANDISH vice president/marketing

CONTENTS

ONCE IN A LIFETIME

016 SEGA'S *SHENMUE*

IT'S TAKEN FOUR YEARS AND OVER 20 MILLION DOLLARS - AND THERE'S STILL A WAY TO GO YET. WE BRING YOU THE FULL STORY ON THE GAME THAT COULD CHANGE THE WAY YOU PLAY FOREVER

SUPERTEST
INTO THE BLUE
SONIC ADVENTURE

024 SONIC *ADVENTURE*

SONIC SPINS BACK INTO ACTION! WE RATE THE GAME THAT YOU CAN'T AFFORD TO MISS - PLUS! THE LOW-DOWN ON THE LEVELS, THE SECRETS, THE CONTROLS, AND HOW TO BREED YOUR OWN A-LIFE 'CHAO' THING!

Dreamcast
START

DREAMCAST 101

020 FEATURE *DREAMCAST 101*

EVERYTHING YOU EVER WANTED TO KNOW ABOUT DREAMCAST BUT WERE AFRAID TO ASK. WELL, ALMOST...

SPECIAL E3 EDITION JUNE 1999 ISSUE 0

THE OFFICIAL SEGA DREAMCAST MAGAZINE V.0

DCM

006 **DC** ***DIRECT***
TOKYO GAME SHOW REPORT, PLUS! NAMCO'S FIRST DREAMCAST GAME!

010 **FANTASY** ***ZONE***
RPG NEWS FEATURING CLIMAX LANDERS AND GRANDIA 2

011 **ARCADE** ***CRAZY TAXI***
SEGA'S LATEST COIN-OP TAKES DRIVING GAMES TO THE NEXT LEVEL

012 **DC** ***WORLD***
DREAMCAST REPORTAGE FROM JAPAN AND EUROPE, PLUS! IMPORT NEWS

014 **PROFILE** ***SHINYA NISHIGAKI***
BLUE STINGER CREATOR CONFESSES ALL ON THE **DCM** COUCH

016 **COMING** ***SOON: SHENMUE***
THE GAME THAT CHANGES EVERYTHING - REVEALED

020 **FEATURE** ***DREAMCAST 101***
ALL YOU NEED TO KNOW - IT'S THE NEXT BEST THING TO OWNING ONE!

024 **SUPERTEST** ***SONIC ADVENTURE***
SONIC RETURNS - BUT IS IT ALL YOU HOPED FOR? READ OUR IN-DEPTH REVIEW

028 **DC** ***NATION***
HOW TO GET ONLINE WITH DREAMCAST IN FIVE MINUTES FLAT

030 **HOW** ***TO...BEAT SEGA RALLY***
WE SHOW YOU HOW TO BEAT THE CLOCK, AND THE BENDS

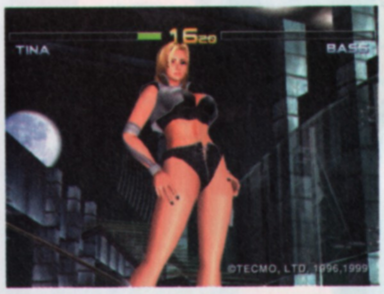
BLUE STINGER CREATOR, SHINYA NISHIGAKI, TALKS SHOP AND (COUGH!) SMOKES A LOT ON PAGE 14

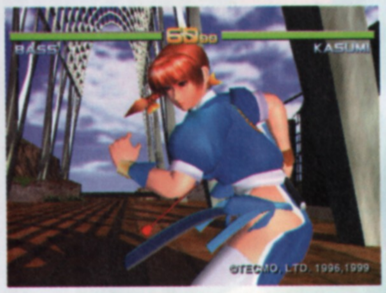
リムジンバス
1- 3016
Baggage Tag For
成田空港
第1 旅客ターミナル
Narita Airport
Terminal 1
Airport Limousine Bus

LIFT*OFF!*

FOR DREAMCAST AT TOKYO GAME SHOW

Sega's booth was once again the center of attention, with top titles *Shenmue, Soul Calibur,* and *The House of the Dead 2* pulling the crowds - consisting mostly of journalists. Yikes!





Tecmo's *Dead or Alive 2* gave *Shenmue* a run for its money in the 'wow' department (located just to the left of the 'huh?' department). It looks amazing.

As well as giving the world its first taste of ***Shenmue***, the Tokyo Game Show played host to around fifty other forthcoming Dreamcast games - demonstrating plenty of third-party commitment for the system. Sega knows that for Dreamcast to succeed, it needs to cover a number of popular genres - namely driving, fighting, sports and RPGs and they were all well provided for (and a few decidedly odd Japanese ones besides - see side panel).

As the surging tide of Japanese gaming press flooded into the cavernous Makuhari Messe convention center, **DCM** used its long-legged Gaijin advantage to break early for the Sega booth, arriving seconds before the hordes and securing a stint on *Shenmue*- Sega genius designer Yu Suzuki's epic action adventure.

We are happy to report that *Shenmue* is only months from completion, and is visually amazing. There's so much to say about *Shenmue*, in fact,that we have dedicated our lead preview to what we saw at the show. To get the full scoop, turn to page 16, and then come back here for the low-down on the other hot Dreamcast titles that lit up the Sega booth.

PG.16 GO

MEN*IN*TIGHTS

Namco weighed in with its superb arcade conversion of fighting game, ***Soul Calibur***, to make good on the promise it made to support Sega as long ago as last September. The character models are a generation ahead of those in Sega's own *Virtua Fighter 3tb*, and it drew a great deal of interest from the press - as much- if not more, than the 2D ***Marvel vs Capcom***, which ran along side it. Capcom's title may not look like a technical, erm...'marvel', but the oversized sprites and detailed cartoon animations make it the best example yet of its kind.

As for that other Capcom franchise- ***Biohazard*** – all that what shown of *Code: Veronica* was a couple of minutes of video. They were great minutes, featuring giant spiders and the usual assortment of humans well past their expiration dates, but no-ones saying when playable code will be available.

Sega took care of those who like their fights a little less improvised with ***Giant Gram*** wrestling which was good for a laugh.The only real disappointment was SNK's ***King of Fighters Match 1999*** -which was still funny- but in a 'laughing at it, not with it' sort of way. The crappy resolution of the sprites, coupled with severely dated-looking animation make it an excellent candidate for next issue's Disc Inferno.

Flying the flag for sports were ***Let's Make A Professional Baseball Team*** and Soccer Team games from

NEWSCAST▶▶ **SNK announced that its handheld Neo Geo Pocket Color system will be coming to the States this month**

Sega, which play well enough and mix management strategy with arcade style action.

GETFISHYWID'IT

Coin-op conversion ***Get Bass*** was also pulling the crowds (well, at least three people stopped and stared at it, and two picked up the controller and made fishing faces) and Sega provided its new controller, which we can report is everything a fishing controller should be. No-one here fishes, so it's a little hard to tell, but it had the reel and you could turn it, which seems about right. It even smelled fishy (although that could have been the sushi lunch packs).

DCM commandeered Konami's ***Air Force Delta***, looking forward to some *Top Gun* dogfights, only to find a pretty average knock-off of Namco's arcade hit *Ace Combat*. A competent, but shallow start for Konami.

HEAVYMETAL

Still the most popular giant robot/mech franchise in the country (and pretty popular on the worldwide Anime circuit too), the 30 year old Gundam illicits a huge turnout wherever it rears its metallic head in Japan. Which explains the crush surrounding ***Gundam Side Story***. Blending first-person mech combat with third-person stomping-around, Bandai has captured well the feel of marching about the landscape in 200 tons of steel.

The same goes for From Software's ***Frame Gride***, which showed potential. This arena-based robot combat game was running online via the Dreamcast's 33.6Kb built in modem - pitching you against unknown opponents from one of the other demo stations on the booth - which made the one-on-one combat particularly engaging-and personal.

With fighting, wrestling, sports, flying and driving games all neatly accounted for- as well as gun games (in the form of the complete and superb ***The House of The Dead 2***) only one genre remained underrepresented- first person action. Regrettably, the only one available was ***Maken X*** from Atlus- a textbook example of how not to do it, featuring plodding controls, poorly animated characters and less atmosphere than the moon on a particularly quiet Sunday evening.

HELLOBOYS!

The real star of the show, however (at least in terms of visuals)and the perfect remedy to *Maken X*, was undoubtedly Tecmo's ***Dead or Alive 2*** - which looked absolutely stunning. Shown on a giant screen at Tecmo's booth, the game boasts the most incredibly complex character models. The detail of the in-game models is just breathtaking - way ahead of Sega's own *Virtua Fighter 3tb*- and significantly better than even Namco's *Soul Calibur*. The version in the movie is currently running on Sega's Dreamcast-based arcade board, Naomi, so expect the home version to match the coin-op pixel-for-pixel. For more on this title, turn to page 8.

With just four months to go before the US launch, the Tokyo Game Show proved that Dreamcast is just now beginning to reveal its potential as the greatest games machine ever made. Sega's promise of at least ten top-tier titles for the US launch is right on target. **DCM**

" If I can just reach that fishing controller, maybe I can use it to defeat the evil genius Dr. Octopus! Or I could just play *Get Bass* until my brain turns to Ramen..."

WINS
NEW HERO

Capcom has a strong show with the complete *Marvel vs Capcom* and more video footage of *Biohazard Code: Veronica*. Still no word on a release date beyond '1999'

HOTLIKESAKE

Shenmue: **Fully playable at the show, with breathtaking visuals and plenty of action**

Dead or Alive 2: **Shown on video only- it's the most impressive looking Dreamcast title yet**

Soul Calibur: **Namco comes good with this incredible arcade conversion**

Air Force Delta: **Doh! Konami debut with a very average arcade title**

Maken X: **Not yet finished, but already looking like a complete disaster**

King of Fighters Dream Match 1999: **A nightmare!**

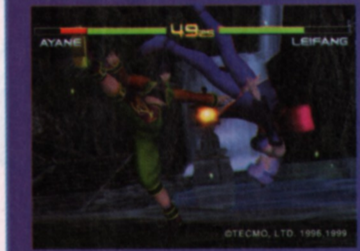
COLDLIKESUSHI

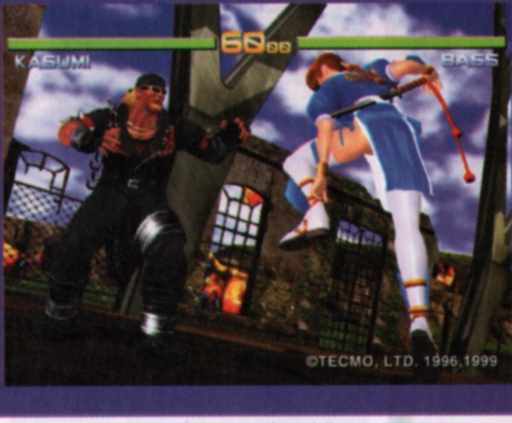
priced at $80 and can be linked to the Dreamcast via a cable ▶▶ Core Design announced Fighting Force 2 for Dreamcast ▶▶

BOUNCING*BACK*

DEAD OR ALIVE 2 TAKES FIGHTING GAMES - AND VIRTUAL PIN-UPS - TO THE NEXT LEVEL

Hard at work on Sega's Dreamcast-driven Naomi arcade hardware, the talented staff at Tecmo – more specifically, the keenly-named 'Team Ninja' – are lending their fighting game know-how to a fabulous looking sequel to 32bit fighting favorite *Dead or Alive*. Boasting the most exquisitely detailed characters yet seen in a fighting title (which, consequently, have been animated entirely by hand – yes, even their bouncy bits), *Dead or Alive 2* also makes strides in re-defining the 3D fighting arena itself. Rather than simple walled-in affairs, the stages are utterly vast. Many include whole annexes into which the melee spills over, whether by throwing your opponent through windows or off waterfalls. Like *Virtua Fighter 3tb*, *DOA2* also features tag-team play, but, unlike Sega's fighter, your partners are always visible on the sidelines and can leap into battle mid-match without so much as a stutter.

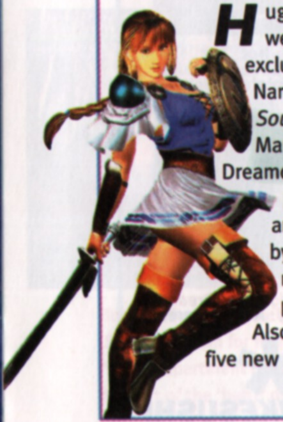




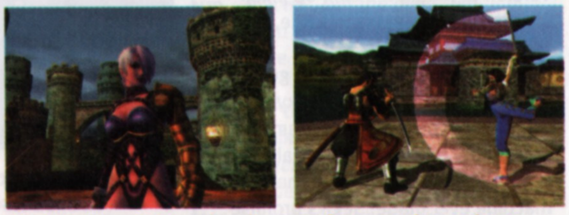
"Gnnnr! Gnnnr! Gnnnrrr!" "What did you say?" Hulk Hogan's stunt-double, Bass, tests his latest pick-up line on Kasumi. Guess what happens next...

CUTTING*EDGE*

SOUL CALIBUR UNDERGOES A SIGNIFICANT TUNE-UP FOR DREAMCAST



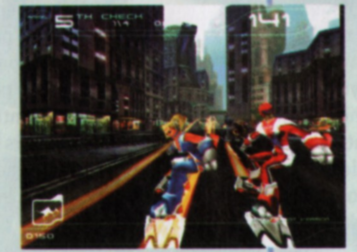
Hugely popular in arcades, Namco's third 3D weapons-based fighter is officially – and exclusively – bound for Dreamcast release. Namco unveiled a fully-playable version of *Soul Calibur* at Tokyo Game Show this March, and the bevy of promised Dreamcast-only enhancements were already in play. Vastly improved character detail and animation are the most prominent byproducts of the re-tooling, although the rock-solid 60 frames-per-second gameplay is certainly not to be discounted. Also to be expected in the final product are five new play modes: versus, survival, time attack, training, spectator, and *Virtua Fighter 3tb*-like tag-team play. Namco is confident of the title's success, and chances are good that it may be the first of many from the company for Dreamcast in coming months.



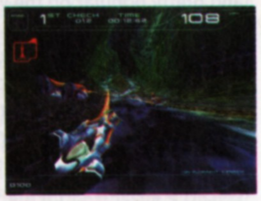
Soul Calibur: Better visuals, more features than coin-op.

BACK*TO*THE *FUTURE*

It's obvious that someone at UK-based Criterion Studios has fond memories of *Back to the Future 2*, as its first Dreamcast game, *Velocity: Trickstyle*, borrows heavily from the film to create an experience that's two parts *Top Skater* and one part *Wipeout*. It's the year 2066, and the world's population has taken up anti-gravity racing as a means to combat the boredom brought on by global peace. Nine characters are selectable, and racing takes place in four locales – London, New York, Cairo, Tokyo – each holding a myriad of shortcuts to uncover. Tricks are central to the package, and it's with this in mind that a four-player half-pipe mode is in the cards, with online play between Dreamcast and PC players also a distinct possibility.



It's Spice Girls wannabes versus Power Ranger clones in a battle for the future of fashion. Let's hope they both lose, eh?



Racing luge-style yields more speed, while going head-first allows for basic combat.

STOP PRESS! Sega president and COO Bernie Stolar has confirmed a price and date for US Dreamcast - $199 on 9/9/99 ▶▶

SONOFAGUN

Shiny has singled out Canadian developer BioWare to deliver a Dreamcast follow-up to its darkly comedic action game, *MDK*. Unlike its predecessor, *MDK2* has you controlling three distinct characters over the course of its nine stages. Hero of the first game, Kurt Hectic returns. Armored Coil Suit intact, he comes into play for stages where stealth and pin-point accuracy are needed. Joining Kurt is his jet-pack-donning dog Max, who can wield up to four weapons simultaneously. Rounding out the lot is the elderly Dr. Hawkins, who excels at combining items *MacGuyver*-style to create exotic super-weapons. *MDK2* remains a purely single-player affair. "We're trying to go for more of a story-based action-adventure game, more so than *MDK1* was," says BioWare co-founder Greg Zeschuk. In development concurrently with the PC version, *MDK2* will premiere simultaneously on both formats this September. "I think the Dreamcast version will in some ways be the best looking of the two, since that's the one we're spending the most time optimizing," Zeschuk surmises.

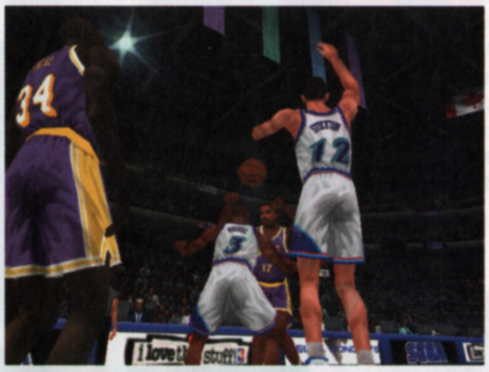
20% Complete

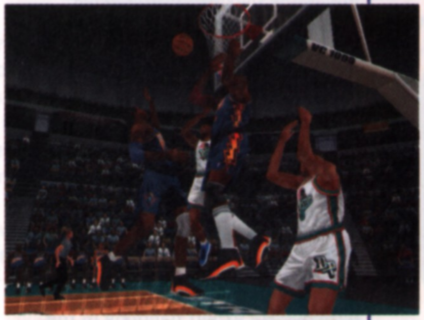
***MDK2*: videogame or love child of Timothy Leary and H.R. Geiger? Answers on a postcard, please.**

HOOPDREAMS

NBA BASKETBALL 2000 DRIVES FOR ULTRA-REALISM

Keen to provide an unprecedented breadth of available genres at Dreamcast's launch, Sega has committed to delivering a second sports title along with the system this September. As with *NFL Football 2000*, *NBA Basketball 2000* is developed by Visual Concepts, and with the same ultimate goal in mind: ultra-realism. The game boasts more than four times the motion-captured moves per player of any other basketball title, detailed facial animation, and true-to-life ball and collision physics. Sega also promises more than 400 individually modeled players, polygonal coaches and officials, and 28 individually modeled stadiums. Add in brisk 60 frames-per-second gameplay, and we may just be looking at the most realistic hoops game to date.





Shaq takes a time out, presumably from the filming of *Kazam! 2*, to feature in the most jaw-droppingly realistic basketball simulation ever.

GEAR!

WRISTACTION

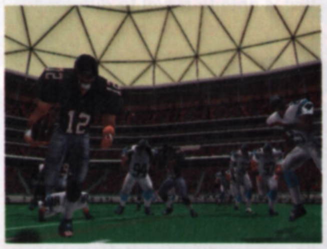
As the latest addition to Casio's growing line of G-Shock timepieces, the sky blue DW-9000 G-Lide represents the pinnacle of sports watch design. It features a backlit display, multi-function alarm, stopwatch, and calendar – in other words, it's never been easier to manage life in-between rounds with your favorite Dreamcast games. It's also waterproof to 200 meters and tough as nails, so even when you're sleeping with the fishes, it won't be.

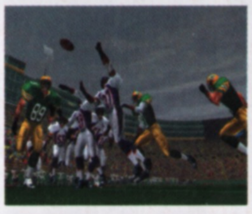
Price: $140
Manufacturer: Casio
Contact: www.casio.com

KICKOFF

SEGA HITS THE FIELD WITH NFL FOOTBALL 2000

Football games have become a yearly staple since the massive success of EA's *Madden* on Genesis, but never has one been available immediately at the launch of a new system. When Dreamcast makes its way onto US shelves this September, it will be accompanied by Sega's first football title since the 16bit days, and early glimpses suggest it may usher in a new level of realism for the genre. This unprecedented realism is generated via players that possess more than 1,300 motion-captured moves apiece, polygonal sideline crowds, and 32 painstakingly re-created stadiums – right down to the 3D spectators. Sega also plans to include an on-the-fly play editor which utilizes the Dreamcast VMU as a personal viewing screen, so your opponent won't see the plays you're running against them.





Hyper-realistic physics and player animation are a given, but what about the beer and pork rinds?

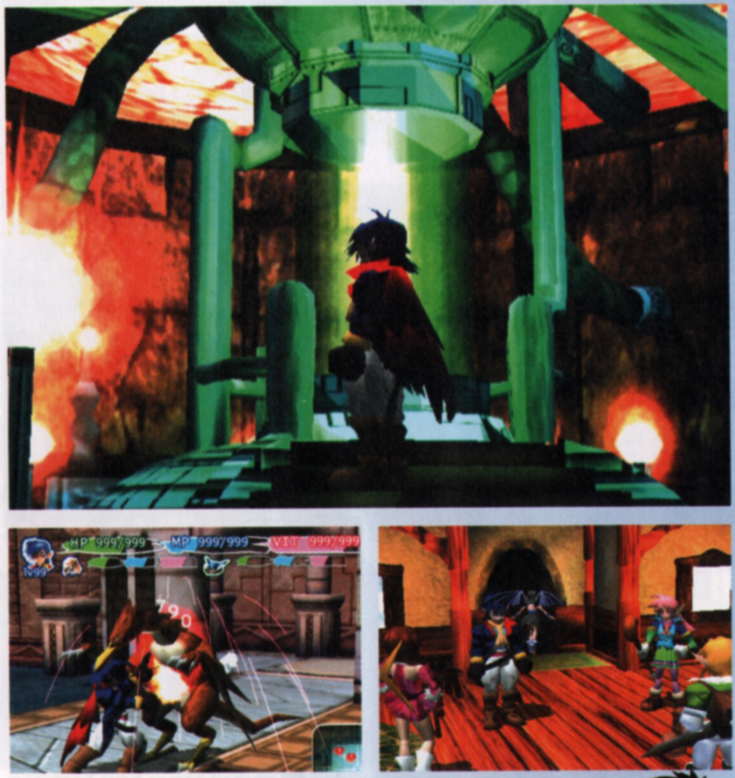
Cool Boarders from UEP Systems will hit Japan in June, featuring trick, trial, and half-pipe modes plus two-player racing

FANTASYZONE
DREAMCASTRPGNEWS

TIMEWILLTELL
CLIMAX LANDERS IS COMING. TIME TO DIG OUT THOSE PIXIE EARS...

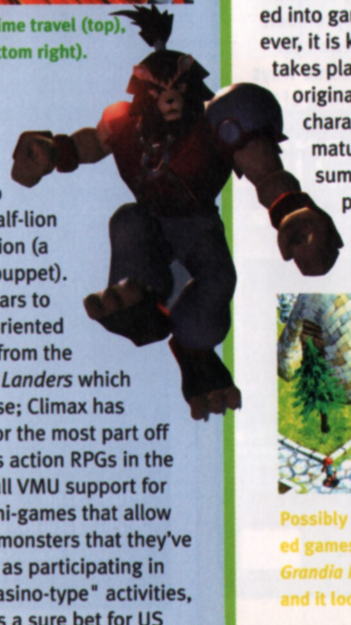
One of the most anticipated titles for both US and Japanese gamers is Climax's latest role-playing effort, *Climax Landers*. Close to release in Japan, Landers borrows both concepts and characters from its own back-catalog of RPGs, while promising to offer some new features . Responsible for *Landstalker* on the Genesis and *Dark Savior* on the Saturn, Climax has earned a strong reputation from RPG fans and the company's first trip into Dreamcast territory looks to uphold it.

At the game's forefront stands the hero, whose expert handling of the blade grants him his moniker Sword. Possessing an innate ability for a special type of magic, Sword is chosen by an elder in his village to solve the riddle of his homeland. Apparently, much to the dismay of the citizens residing on the group of three small continents, the world of *Climax Landers* is also home to a space-time shift that has the power to warp characters back and forth through history. As a result, Sword is able to travel to different periods, including 1980's Japan and prehistoric sites. Therefore, you can fully expect to be standing in the check out line of a convenience store one moment, and speaking with princesses and knights the next.



The multi-talented Sword of *Landers'* fame will have a chance to time travel (top), fight large bird creatures (bottom left) and chat up some girls (bottom right).

Incorporating randomly-generated dungeons similar in concept to those in ESP's *Evolution*, Climax's president, Hiroshi Naito comments that "dungeons change each time you enter them. You enter each dungeon as a beginner and progressively power up." That said, you'll need as much help as possible from Sword's party members which include such esteemed RPG alumni as Lyle the elfin thief from Climax's Genesis action-RPG *Landstalker*, as well as Marlin, a mage who made her debut in *Shining in the Darkness*. Also onboard is Lady (the female martial artist from the Japan-only *Ladystalker*), Rao (a half-human, half-lion warrior) and Marion (a wooden female puppet).



Combat appears to be more action-oriented than most RPGs from the early versions of *Landers* which would make sense; Climax has made its name for the most part off the success of its action RPGs in the past. And with full VMU support for more than 10 mini-games that allow players to swap monsters that they've captured as well as participating in breeding and "casino-type" activities, Climax Landers is a sure bet for US release. Can't wait. DCM

Q&A

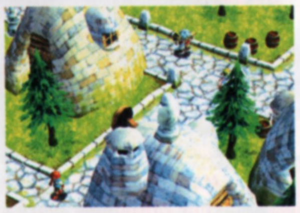
? One of my favorite games on the Saturn continues to be *Panzer Dragoon Saga*. My question is, now with the news that Team Andromeda has parted ways with SEGA, can we still expect any sequels to the game on the Dreamcast or does Team Andromeda own intellectual rights to the franchise?

PDS is one of our favorite Sega RPGs as well, and you can expect that Sega won't be halting production on any kind of sequels to the game simply because the development team has disbanded. Sega still retains all the rights to the series and therefore, there's nothing preventing them from delivering a Dreamcast *Panzer Dragoon Saga II*. Oh- and by the way- you're not real are you? You're just a made-up letter for the purposes of this prototype.

AGRANDIA ENTRANCE

Dreamcast's other big RPG on the horizon comes courtesy of the company responsible for some of the most successful and beloved role-playing titles on the Saturn, GameArts. Barring the system-selling achievement of Red Co.'s *Sakura Taisen* series, GameArts' character-driven RPG, *Grandia*, was a compelling reason to own a Saturn and learn Japanese. Following the adventures of Justin and his childhood friend, Sue, *Grandia*'s massive world and clever battle system wooed gamers and the game firmly entrenched itself in the hallowed halls of classic RPGs.

Now with Dreamcast, GameArts is set to do it all again. But, this time around with the system's incredible processing speed and polygon power, gamers can expect nothing short of a graphical showcase. Not only do the screenshots show off impressive lighting effects and detailed character designs, GameArts has also announced that *Grandia II* will support two players. How this feature will be implemented into gameplay is unknown,however, it is known that the sequel takes place four years after the original with many of the main characters returning in more mature form. Slated for a summer release in Japan, you probably won't see it here in time for the launch. Christmas? Maybe.



Possibly one of the most anticipated games in Dreamcast's lineup, *Grandia II* has a lot to live up to, and it looks like it will.

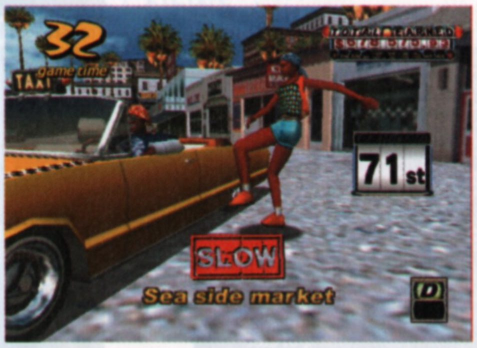
CRAZY*TAXI*

"YOU TALKIN' TO ME? THERE'S NOBODY ELSE HERE..."

Freedom within a bustling city is the core appeal of the latest coin-op from Sega's Japanese labs. *Crazy Taxi* chucks you in the seat of a bright yellow open-top cab in San Francisco and offers one objective – to pick people up at the roadside and get them to their chosen destination as swiftly as possible. Reckless driving is not appreciated by some passengers, though – a lower tip is their way of letting you know. Packed with pedestrians and dense with other traffic, we found there's a tendency to career around the city trying to ram as much as possible at first. But as with *L.A Riders*, progress can only be made by hunting out shortcuts (often narrow one-way streets) and accruing as many time bonuses as possible. Funnily enough, the urban humor and garish hues of *Crazy Taxi* also reminds slightly of age old Atari skateboarding classic *720°* – perhaps no coincidence since the creator's previous project was the excellent skateboarding sim *Top Skater*.

In terms of handling, the ultra fast and comically exaggerated dynamics of *Crazy Taxi* make *Sega Rally* look like a lesson in simulating car physics. Employing some of the most exaggerated driving moves yet seen in a racer, powerslides, jumps and even acceleration/braking combos are possible while you're weaving in and out of the traffic trying to keep a cool head. It's all very 70s cop show car chase. And it works a treat.

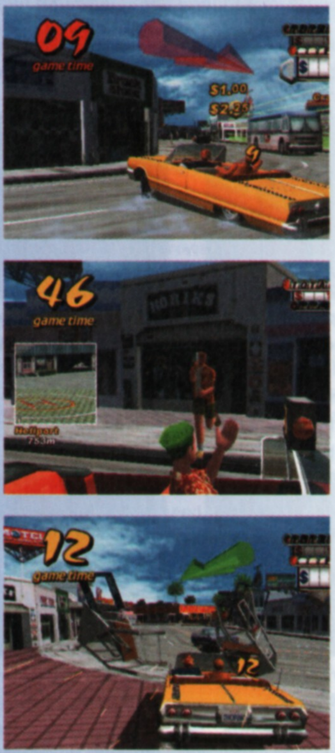
But this is no slouch in the visual department either. Packing Naomi technology under its hood (see box-out), *Crazy Taxi* is perhaps the best evidence yet of just how good Sega's new console is at throwing polygons around the screen. Streets unravel in to the distance with minimum pop-up and everything runs at a silky smooth 60fps, but where it really scores in its use of realistic lighting and shadows – try and find another game that looks as vibrant as this. Given the speed at which *Powerstone* and *House of the Dead* have jumped across to the home console, only the most pessimistic Dreamcast owner would doubt its imminent transferal. However, with the developers having already expressed a desire to implement extra features in the Dreamcast version, that could mean a slightly longer wait. Here's hoping for a multi-player rumble between rival cab companies... DCM

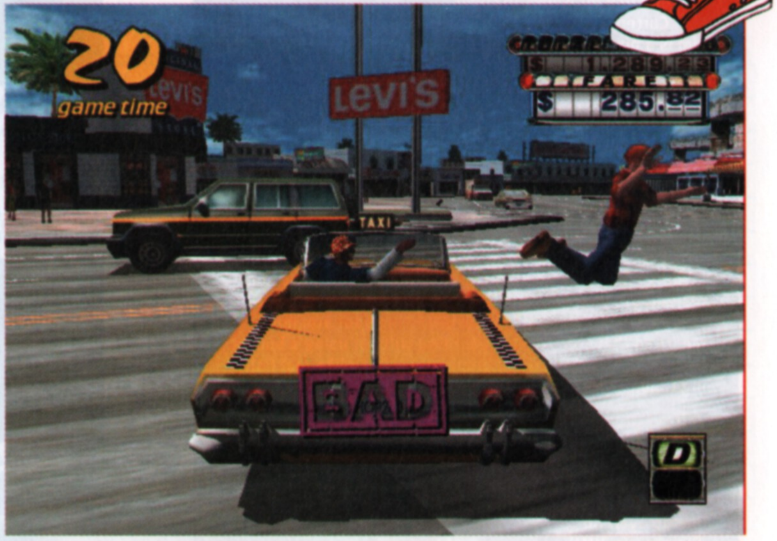


Not all fares are happy with the sterling service you provide. Some take it out on your car if they suspect you tried to scare them, or otherwise reduce their life expectancy.

NAOMI

Technically there are few differences between Dreamcast and Naomi apart from an extra amount of RAM on the motherboard and the code being mounted in ROM, instead of on CD. This means that the conversion process is relatively straightforward and only tweaks such as reducing the number of textures are required for it to run on Dreamcast. Perhaps the most encouraging aspect though is that Naomi is cheap and is therefore facilitating slightly greater creative risks within Sega. Apart from planned multi-screen efforts such as Airline Pilots and Ferrari 355, some titles (the first will be *Giant Gram All Japan Pro-Wrestling 2*) will even feature cross compatibility between the Dreamcast's VMS and the coin-op – simply plug your VMS into the arcade cabinet and your favorite trained characters will become active on the big screen. Sega says a further two or three games will utilize this cross-fertilization of code this year.

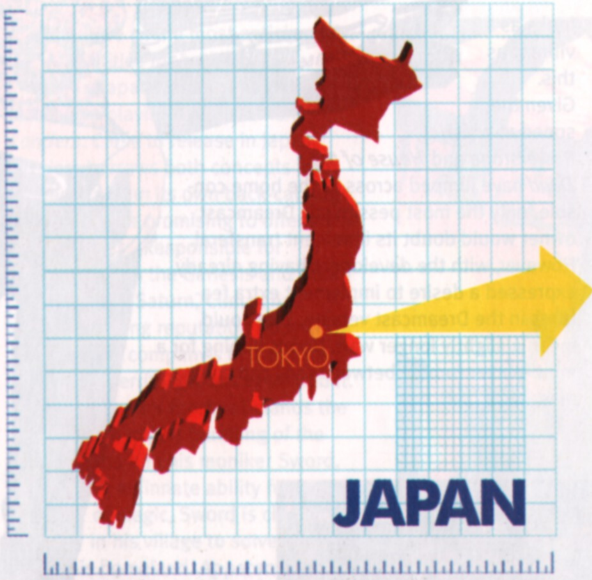




Sega's *Crazy Taxi*: You race around the city picking up fares and dropping them off at their destinations in as little time as possible. The best fares are usually the most difficult to get to, but pay more. There's a time-limit, of course, and it's best if you don't try to mow them down with your taxi- at least not before they've paid the bill. Expect this one to arrive on Dreamcast before the year is out.

DCWORLD

SEGADREAMCASTNEWSNETWORK



REELLIFE

IMPORTGAMEOFTHEMONTH

GET BASS

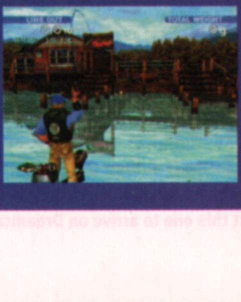
It's either your idea of heaven or officially the least interesting sport this side of the Seniors Lawn Bowling Tour. Whichever side you find yourself on when it comes to fishing, Get Bass will have you dreaming of electric, er... fish for weeks to come.

Currently only available on import, Sega's bass fishing sim is a pixel-perfect port of its arcade classic of the same name- with an added 'consumer mode' featuring extended multi-stage tournaments , the option to fish as the fairer sex and access to your very own tackle box.

Not convinced? Play it, and you'll be (ahem) hooked. With the time limit ticking down, and the ever present danger of losing a big catch, Get Bass is a lot more exciting than you might at first assume. Catch a 'Big One!' and you'll realize just how satisfying a game can get. Lose one, and you'll get right back in there for another go – every time.

But for the ultimate thrill-ride (or what passes for thrills in the fishing community), you should buy the bundle and get your hands on the fishing controller. It has a little gyroscope hidden inside for detecting your arm movements so that you can cast your line without using a button. Of course, you look sort of stupid doing it, unlike real fishing (apparently).

Price: Y5800 ($50)
Developer: Sega
Publisher: Sega
Origin: Japan
Online: No
Multiplayer: No
Peripherals: VMU, Fishing Controller

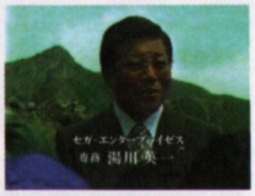


DCJAPAN

GAMING NEWS FROM THE TOKYO BUREAU

IMAGEPROCESSING

Sega's current wave of ads in Japan are something of a departure from previous campaigns and feature Sega General Manager Yukawa Hidekazu trapped in a sinister daydream where children are not what they seem. Below is a translation of this latest media salvo- along with our own interpretation of events...


セガ・エンタープライゼス
専務 湯川英一

Translation: **Hidekazu appears on a mountain-top-dressed, in a Saville Row suit with some children**

DCM dub: **"Hello. I'm looking to buy some children for a top secret government project codenamed Akira."**

Appearing friendly, they lull the charming Hidekazu into a false sense of security. "Sega has changed", they cry. " Really?" replies Hidekazu

"You can have my sister for 100 Yen. She's the one in the yellow hat."

Suddenly- their eyes turn black and they scream: "No! It's a joke! We don't need Sega- we want PlayStation!"

"No! You can't have her! You can't buy any of us! We're...Children of the Corn!"

Oh no! Hidekazu has been duped by demons!

"Children of the Corn! Oh no! I wish I had a big hole in the ground to jump into!"

Suddenly, the ground opens up and swallows ladies-man Hidekazu

As if by magic...

His secretary has caught the worldly Hidekazu sleeping on the job...

Luckily, his fall is broken by an exact replica of his own office.

"Are you okay? ' she asks. " Yes," he replies.

" The Children of the Corn are here to see you, Mr Hidekazu. "

SEGA
http://www.sega.co.jp/

Hidekazu reflects on his nightmare.

"Perhaps this giant logo will protect me?" He thinks, emerging from the desk.

SAME*DIFFERENCE*

Okay- so we admit it, there are other Dreamcast magazines worth looking at on the planet- but they're in Japan. The magazine market over there now supports four different Dreamcast magazines – the best two of which we picked up while at the Tokyo Game Show. DC Dreamcast is Japan's official magazine for our beloved system and has been around since December of last year. Oddly, the free GD-ROM is packaged with Softbank's 'Dreamcast Magazine'- unofficial, but equally unrivalled in terms of news, previews and mad pages full of readers soft-porn Manga illustrations. And before you ask, no. Not ever. Keep them to yourself.

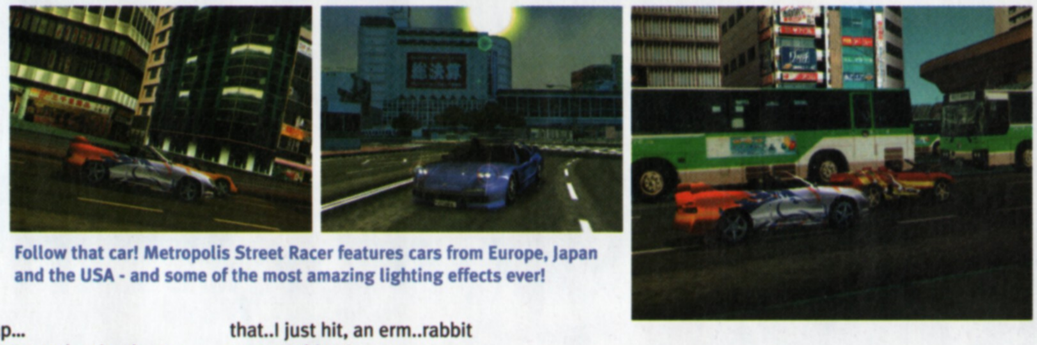
TWO*MONTHS*WITHOUT*TOILET*PAPER!

If you thought the Truman Show or EDTV took television a step too far, then wait 'til you get a load of Japanese variety show Susunu Denpa Shonen (Don't go for It, Electric Boy!). Taking an unemployed comic named Nasubi (which translates as 'eggplant'), the show locked him in a room with his only sustenance for 15 months being whatever he could win through entering competitions in magazines, airing his plight for 15 minutes every Sunday night. His first several meals consisted of nothing more than the Tokyo equivalent of Alpo, and it took him months to win toilet paper.

Spying an opportunity for a game, Tokyo-based publisher Hudson (better known for its hit Bomberman titles) has created the interactive Dreamcast version of the show – complete with a naked cartoon Nasubi- his, ahem, 'interactive' areas covered by – yep- an eggplant. We would usually be the first to bemoan the fact that Japanese games so rarely make the leap to the States, but in this case, we'd be sort of relieved if it didn't.

DC *EUROPE*

TRANS-ATLANTIC DREAMCAST NEWS



Follow that car! Metropolis Street Racer features cars from Europe, Japan and the USA - and some of the most amazing lighting effects ever!

DRIVERS*WANTED*

METROPOLIS STREET RACER GATHERS SPEED

As *Cazy Taxi* (see page 11) demonstrates, the Next Big Thing when it comes to racing games is city driving. If you've ever wanted to take part in a real Hollywood car-chase, complete with screaming pedestrians, empty cardboard boxes and (inexplicably) chickens, then *Metropolis Street Racer* will take you there.

PG.11 GO THERE NOW

Racing through London, San Francisco and Tokyo, you'll be screeching around over two square miles of map at each stage in one of twenty different licensed sports cars that include the Acura NSX, Ford Mustang and the Italian Fiat Barchetta, as well as other assorted European and Japanese autos.

We called Bizarre Creations producer Brian Woodhouse, and he explained the challenge thrown up by creating such an open road. He was on his cell phone doing about 70mph on the freeway when we called him up...

BW: ' Racing around a city throws up many challenges..hang on a minute..' *(screeching of brakes).*

DCM: 'Brian?'

BW: 'Sorry. Now where were we? Challenges. The main one is how to maintain accuracy and a 'real city' feel without compromising the structure and playability of the game itself. You can use made up cities, like most games do, but we're doing real life, so you need to represent what's there, and therefore the choice of which areas to model has to be really carefully considered – '

(A hair-raising thud and crunch followed by more screeching of brakes)

DCM: 'Brian? Are you there?'

BW: 'Sure. Sorry about that..I just hit, an erm..rabbit or something.'

DCM: 'It must've been a pretty big rabbit, Brian.We could hear the bump from here.'

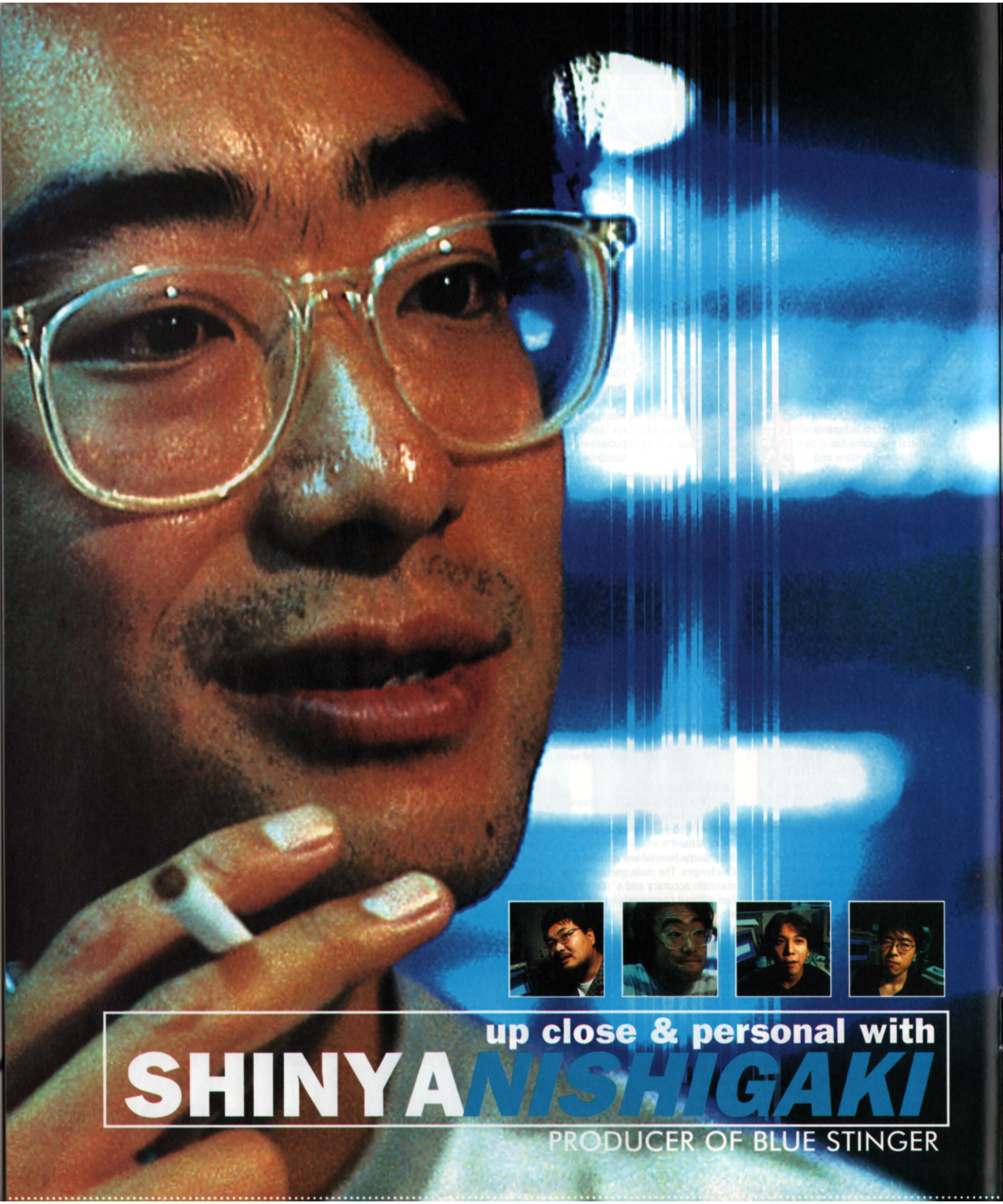
(Sirens)

BW: 'Look- it's been nice talking to you, but I have to go. Thanks for the opportunity and stuff. Bye.'

(click.)

DCM: 'Yeah, so long.'

Metropolis Street Racer is due out in September. Read our full preview of this stunning game next issue.



up close & personal with

SHINYA NISHIGAKI

PRODUCER OF BLUE STINGER

Currently rocketing from total obscurity to high priority in Dreamcast's most-wanted-software list, Climax Graphics' *Blue Stinger* is an all-action, thirdperson shoot 'em up that takes Sega's console by the scruff of its neck and attempts to shake the best out of it. **DCM** met with producer Shinya Nishigaki at Climax's HQ to talk about *Blue Stinger*, Dreamcast and what the collision of the two will offer...

ACTION*HERO*

DCM: What do you think *Blue Stinger's* strongest asset is?

Shinya Nishigaki : I believe the most important thing is that we fully use the capabilities of the Dreamcast graphics card. We wanted to see how far we could push the Dreamcast in terms of realtime polygons. In terms of content, we wanted players to have the experience of a Hollywood movie in an interactive way. Players will become the main character of an action movie.

> "In terms of content, we wanted players to have the experience of a Hollywood movie in an interactive way."

DCM: Should Dreamcast owners expect pure action from *Blue Stinger* then?

SN: No – half action, half adventure.

DCM: How did the concept for the game come about?

SN: When I was 12-years-old, I used to play with an 8mm camera, so naturally I'm a fan of movies. In Japan it's impossible to make Hollywood-style movies – it's too expensive – but with computers many things became possible. All the stages of movie production have become possible for me to copy.

DCM: Which Hollywood films influenced the look and feel of *Blue Stinger*?

SN: I've been influenced by Kurosawa and Spielberg. But also the newer generation of directors such as John Carpenter and Joe Dante, plus specialists in visual effects. As for games, I entered the game industry because of *Dragon Quest*. I think the emotional parts of my game have been influenced by *Dragon Quest*.

DCM: Is *Blue Stinger* aimed at any specific age group?

SN: We're particularly targeting people who rent Hollywood movies during the weekend; people who do not have a great experience of games but who like movies. Because of that we wanted to make a movie-like game with an easy interface.

DCM: You're talking a great deal about Hollywood. Is the game actually designed for the US market?

SN: No, that's not our intention. Influence from the visual effects in Hollywood movies is strong in Japan, too. It's not really a character game; *Blue Stinger* falls into a genre that did not exist before in Japan. I want to see it as a new genre for Japan.

WARPED

DCM: Do you view Warp's *D2* as a game you'll be competing with?

SN: Not really. Like *Blue Stinger* it's creating a new genre. I played the original *D* – I thought that more games like that would be a good thing for the market. I'd prefer to view *D2* as a partner.

DCM: Like many titles today, including Sega's own *Sonic Adventure*, *Blue Stinger* offers multiple characters. How does that affect gameplay?

SN: You can select two characters – a 'standard' type and a 'hard' type, providing different game feelings. For example, the combination of Elliot and Dogs – they use different weapons and have very different characteristics.

DCM: The game features some pretty spectacular explosions. How many types of weapon can you use?

SN: There are eight different types of weapon, which you keep with you throughout the game.

SPECIAL*EFFECTS*

DCM: Sega initially thought that all Dreamcast titles would run at 60fps, but that's not the case for *Blue Stinger*, is it? Why's that?

SN: We use a refreshment rate of 30fps. We could have used 60fps, but because we wanted to display lots of creatures, we had to rethink things.

DCM: During your time working on Dreamcast development, what have you found to be its strongest feature?

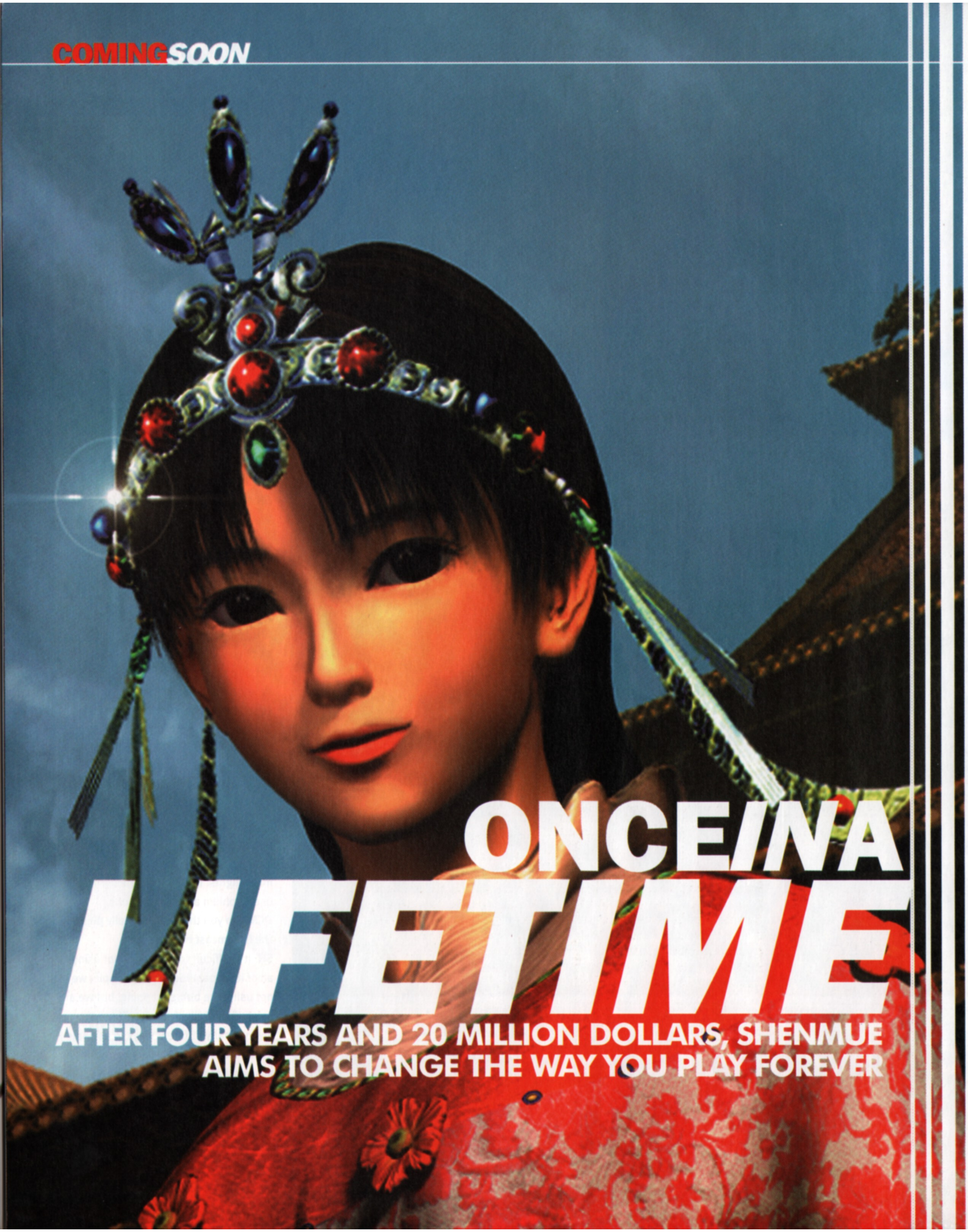
SN: The number of polygons it can display is important, and there's also the lighting effects. It's also very easy to develop on Dreamcast; there's good support and some good libraries. There are also some impressive sound filters.

DCM: So what kind of lighting effects are you using in the game?

SN: Basically we use two sources of light. One is 'Nephilim' [a flying female character], who is a moving source of light. After that we have the weapon effects, and we also have the regular map's lights. But for realtime lighting we use Nephilim and the weapons.

DCM: Do you think you're really pushing the Dreamcast hardware?

SN: It's difficult to say. We're not using all of its capabilities – for example, we're not using the bump mapping, but we are using the lighting features. There are always many different ways to use any hardware. It's actually very hard to answer that particular question. DCM

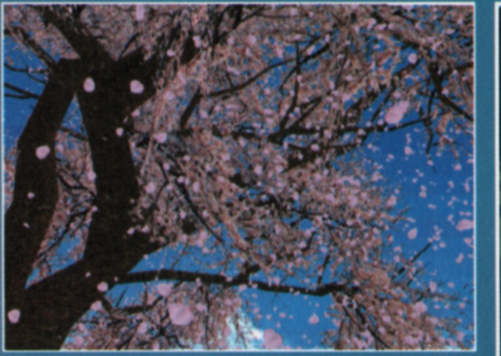


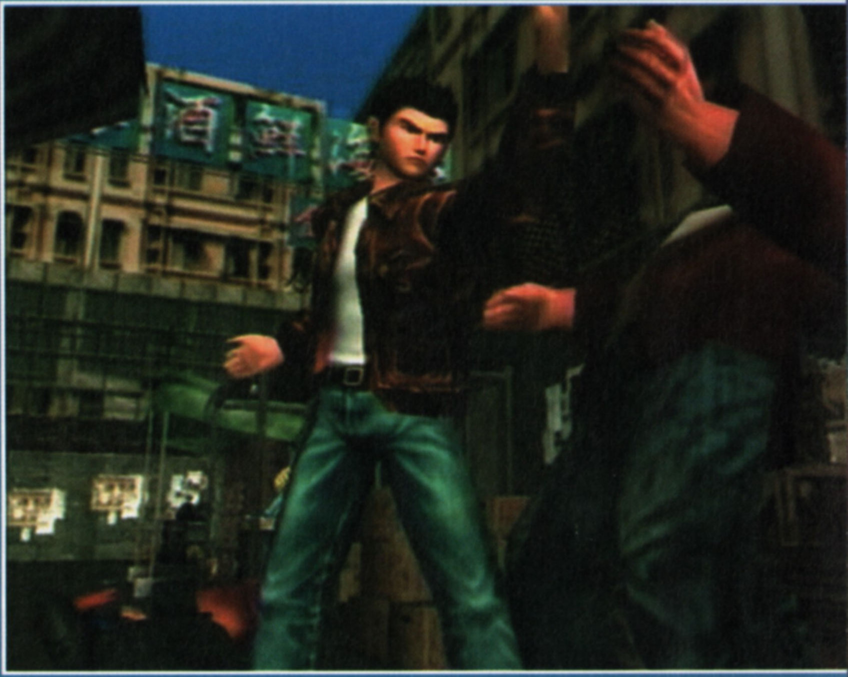
ONCE IN A LIFETIME

AFTER FOUR YEARS AND 20 MILLION DOLLARS, SHENMUE AIMS TO CHANGE THE WAY YOU PLAY FOREVER

SHENMUE

Developer:
AM2
Publisher:
Sega
Origin:
Japan
Genre:
Adventure
Players:
One
Peripherals:
Puru Puru Pack
VMU
ESRB Rating:
Pending
Online?
No
Release Date:
TBA 2000





INBRIEF

WHAT'S THE GAME?

It's *Shenmue*, the most ambitious (and expensive) adventure title ever created – to the tune of a 20 million dollar development budget and four years of painstaking work by Sega's legendary AM2 division, headed by Yu Suzuki.

WHY MIGHT IT SUCCEED?

Shenmue has the potential to utterly smash the mold with its deeply immersive environments, captivating characters, and the ability to convey human emotion far beyond the means of other game before it.

WHY MIGHT IT FAIL?

Shenmue may prove to be too ambitious. It attempts to elude nearly every notion there is of what an adventure title should be, and, as a result, may ultimately seem too foreign (and even cumbersome) for many players to enjoy – or comprehend.

Originally known under the working title of *Project Berkeley*, *Shenmue* began its life long before Sega management introduced Suzuki to its proposed Dreamcast specifications nearly four years ago. Suzuki has said that the desire to create an epic adventure game had always been with him – he just didn't have the canvas on which to realize his dream until Dreamcast.

Each character in *Shenmue* is constructed from thousands of polygons each, down to their individual fingernails and teeth *("ick!' – Ed)*, and its some 1,200 rooms and locales are exquisitely detailed – carpets have individual weaves, cherry trees boast thousands of petals, and tiny creatures scurry about the place, furthering the already immersive atmosphere. Suzuki and crew have also painstakingly motion-captured both actors and trained martial artists to provide the eerily life-like movement of *Shenmue*'s cast.

STORMY WEATHER

Realistic weather (which is modeled from actual data on the game's locales over the past 20 years) adds to the realism, along with (drum-roll, please) what Suzuki – and more than one physicist – refer to as the fourth dimension: time. Few games have accurately portrayed the passage of time, and even fewer have attempted to give it influence over gameplay. *Shenmue* aims to do both. From shop keeps to key players, characters will keep their own schedules, so you'll have to learn them – and act accordingly – in order to accomplish many tasks. Ryo Hazuki, the game's central character, can also accrue damage that will take days (and sometimes weeks) to fully heal, thus hampering his ability to travel and fight. Of course, the passage of time will be compressed, so as not to keep you laid up in a hospital bed while Ryo's recovering, or sitting on a steamer for a week to mainland China. Or, for example, going slowly insane at the Japanese equivalent of the DMV.

THE HILLS ARE ALIVE

Sound is an area that has received equal attention. An entire symphony orchestra has been hired to record the game's soundtrack, and some of Japan's finest voice actors brought on to give believable personalities to over a dozen central characters.

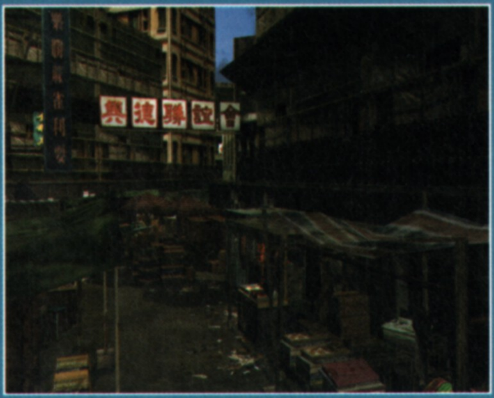
HANDS UP!

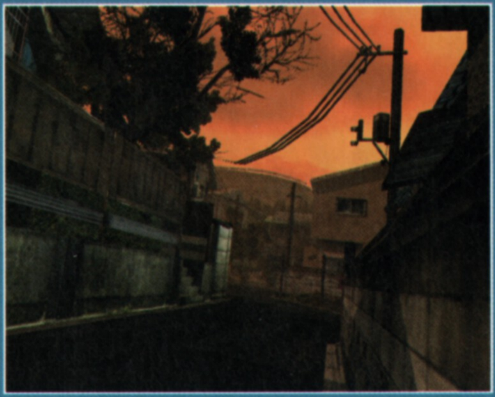
Suzuki proposes to afford players ultimate freedom by giving them the ability to travel to and explore almost every area of the game at will, achieve many objectives in non-linear fashion, speak with any character, and interact with countless objects. There will of course be a strong plot thread, so as to keep you on track toward the ultimate outcome, but *Shemmue* is more a living, breathing experience than a scripted play.

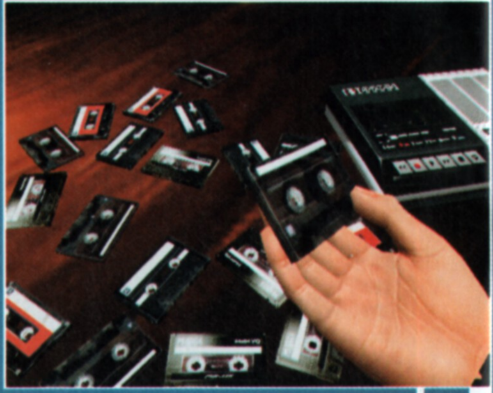
When searching rooms or manipulating objects, the game switches to a first-person mode. The AM2 staff have digitized and motion captured a model's hands to create this on-screen, and the effect of them rifling through cassette tapes, grabbing a flashlight, and dialing telephones is almost akin to real life.

Environment and atmosphere aside, the true meat of *Shenmue* will be in its four primary gameplay modes: Quest, Quick Timer Event, Quick Timer Battle, and Free Battle.

Quest is just about how it sounds; explore lavishly-detailed locales and achieve numerous goals, whether it be to deliver items from one character to another, or track down a specific person who may hold clues to your next







Suzuki and his team traveled extensively throughout Asia to survey the locales in which *Shenmue* takes place. As a result, each of its hundreds of locations are breathtakingly detailed, from the placement of buildings all the way down to individual signposts. Environments, such as those above, will be rendered in real-time by Dreamcast's powerful 3D hardware.

course of action. This is also where the first-person mode will come into play – approaching useable objects and entering certain rooms will bring your hands into view, giving you a Ryo's-eye perspective and complete control. In Quest mode, you'll also have the ability to take part in various sub-games within the grander adventure, including – but not limited to – part-time jobs (you'll need to earn enough money to afford the ticket to mainland China) and even re-creations of classic AM2 arcade games.

THE*QUICK*&*THE*DEAD

Like Sega's own Die Hard Arcade, Quick Time Events and Quick Time Battles require directional commands and button presses on your controller in accordance with flashing on-screen prompts. This form of play will be most often used in the game's more elaborate fight sequences, and well as mad dashes through city streets, balancing on rafters, and other timing sensitive scenarios. Free Battle is self-explanatory – you're able to take out your aggressions on the bad guys in Virtua Fighter-style real-time. In this mode, Ryo has the ability to punch, kick, guard, parry, and block.

The end result is an experience totally unlike that of any adventure title before it, so much so that Suzuki has coined a new term to describe his treatment of the genre: FREE, or Full Reactive Eyes Entertainment. Or, if you prefer planet Earth-speak, it's his hope that, by seamlessly

BACKGROUND *CHECK*

YU SUZUKI

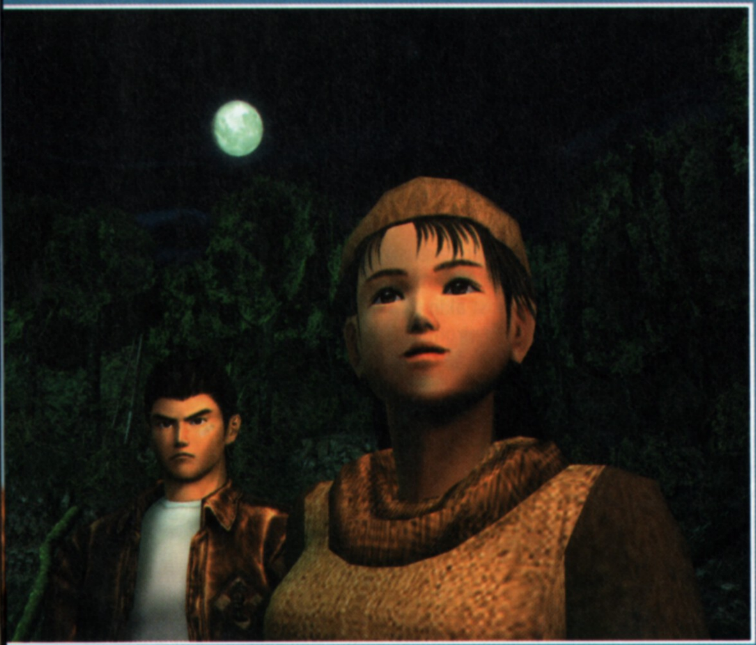
Who?
He's the man behind Sega's famed AM2 R&D division, the group responsible for some of the most played arcade titles this side of *Pac-Man*. *Shenmue* is his first high-profile console project, and he has lived and breathed it for almost four years now.

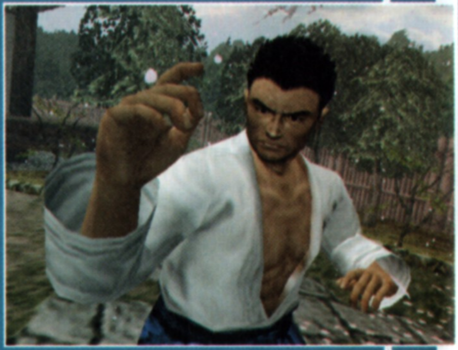
Finest Hour
AM2's sempai has conjured up some of the coin-op world's biggest games – *Space Harrier*, *Out Run*, *Daytona USA* – but his crowning achievement is the *Virtua Fighter* series, one which redefined the fighting genre with each subsequent installment.

Don't mention
Sword of Vermilion

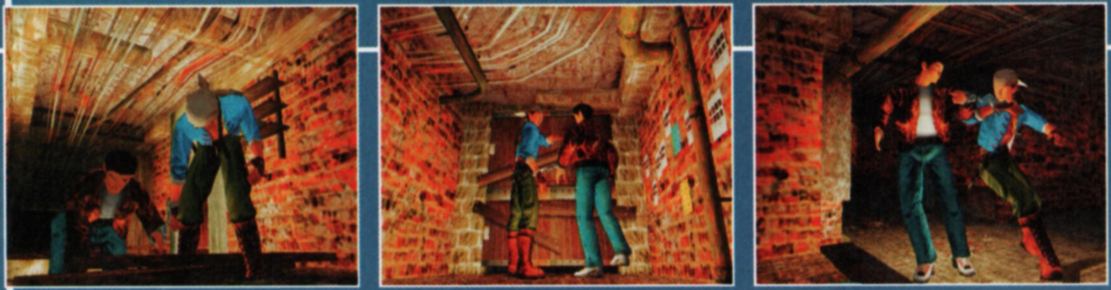
Why?
It was his first stab at a console RPG, and his naiveté in the field shone through. He subsequently dropped the pixies, and got back to more visceral pursuits.

What's next?
When not been burning the midnight oil on *Shenmue*, Suzuki has been seen tinkering with his newest arcade racer, the Naomi board powered *Ferrari F355*, due this winter.





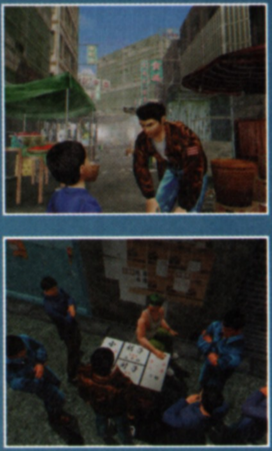
Shenmue's cinematic sequences are produced entirely in real-time so, as Suzuki is keen to stress, there is never a discernable shift in visual quality between gameplay and story elements .



This sequence illustrates one of the game's first Quick Timer Events, in which Ryo and Ren escape from a gangster's hideout. One hitch: they're handcuffed to each other.

integrating these elements, *Shenmue* will truly become the sum of its parts – and if the finished product is anywhere as groundbreaking as but one of its facets, those 'killer app' pundits will not only have their cake, but eat it too.

By the time you read this, *Shenmue* will have been split up into two chapters, the first of which being nearly finished and scheduled for Japanese release on August 5. Sega of America itself has confirmed that the game will see stateside release in 2000. Whether or not both chapters will be integrated for U.S. audiences remains to be seen, but one thing is for certain: *Shenmue* is coming, and it may very well change the way we play adventure games – and experience them – forever. DCM



Character interaction within *Shenmue*'s world ranges from conversations with town-folk (top left) to partaking in a game of dice for much-needed travel money (left).

LOOKING*FOR*TROUBLE

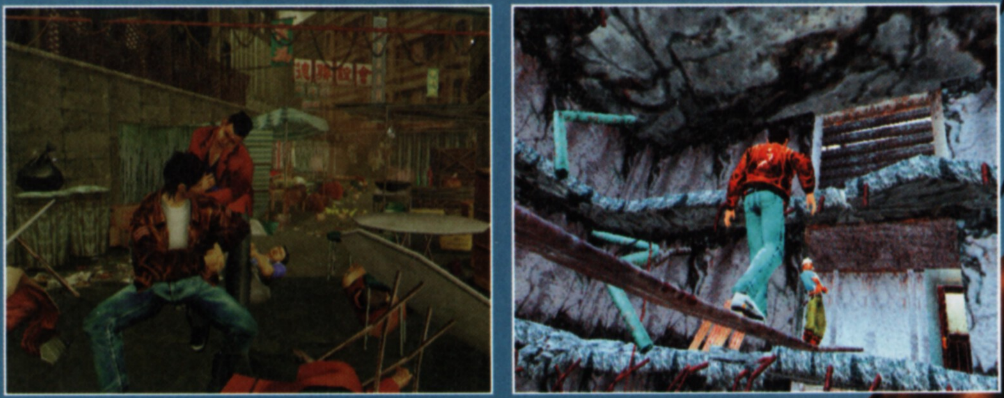
PLAYED IT!

DCM HAD AN OPPORTUNITY TO EXPERIENCE SHENMUE'S COMBAT SYSTEM FIRST HAND AT THE RECENT TOKYO GAME SHOW

Sega set up two rows of Dreamcasts devoted to *Shenmue* at the show, each demonstrating a different mode of play. *Shenmue* is unique in that it is divided into a number of different game styles - depending on where you are in the game. There's the Quick Timer Event mode - where you just hit a button and the game does the rest for you - in this case, chasing a street punk through the maze-like streets of Hong Kong. It feels a little like an interactive movie (ulp!), but requires fast reflexes and is incredibly cinematic (phew!) and offers ample opportunities for Suzuki to show off his meticulously created street scenes. Mother and baby obstacles, old people carrying shopping and workmen - are all positioned to literally trip you up. All that's missing, it seems, are glaziers making their way v-e-r-y s-l-o-w-l-y across the road with a giant sheet of glass. And, of course, a herd of sheep.

The biggest crowd gathered around the Free Battle mode - the cause of much consternation for journalists when the game was originally announced - owing to its absence. For a heart-stopping month there, it looked as if all the battles would be decided in the Quick Timer Event style - merely requiring one or two quick button stabs to resolve. But no! Suzuki has taken much of what was seen in coin-op hit *Spikeout*, and has included a full *Virtua Fighter* style battle system.

Wandering through a dimly lit warehouse, Ryo is accosted by packs of ruddy-faced bruisers, of the *A-Team* rent-a-goon variety, which can be dispatched with a flurry of kicks and sweeps, throws and well-timed knees to the groin. After kicking about 30 flabby butts, the stage is clear. It's a little easy - presumably to make the demo accessible to all, and Like *Virtua Fighter*, the brawls are as complicated as you want to make them - a lot depends on how skilled you are with the controller. Button-mashing gives way to more elegantly choreographed encounters as your martial arts repertoire grows. It's vintage Suzuki.



Tokyo Game Show gave the Japanese public - and the DCM staff - their first opportunity to try out *Shemue*'s Quick Timer Battles and Quick Timer Events first hand.

SEGA
A
B
C
Dreamcast
D
00
2.5
5.0
7.5
10.0

REAMCAST 101

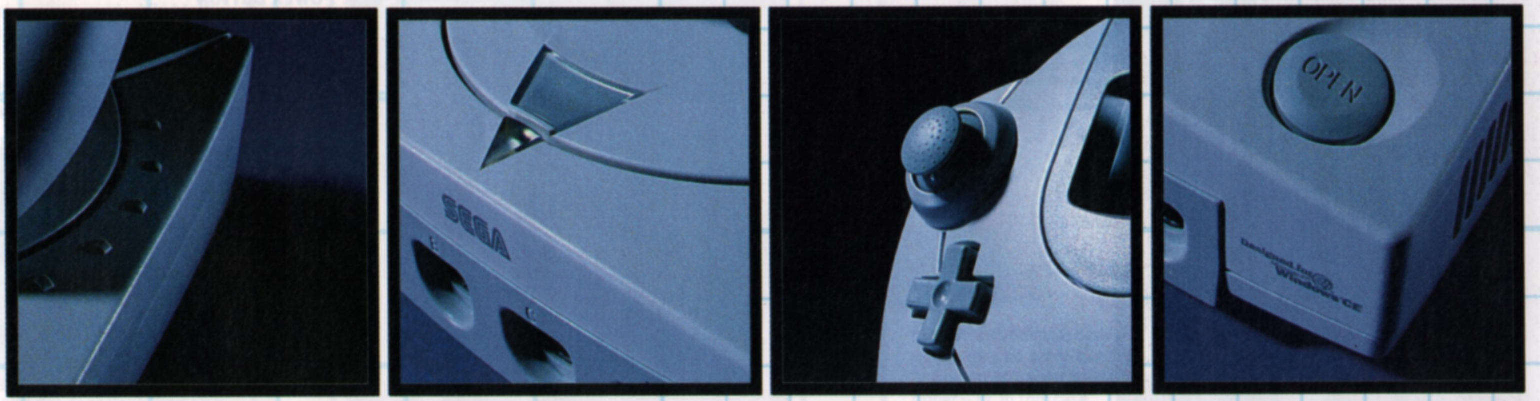
EVERYTHING YOU EVER WANTED TO KNOW ABOUT SEGA'S POWERFUL NEW CONSOLE

STORY BY: RANDY NELSON

Nearly four years in the making, Dreamcast is finally here. The latest in a long line of Sega consoles dating back to the early 1980s-era Master System, it represents the convergence of the company's home gaming know-how and bleeding edge technology from its four partners in the undertaking: NEC, Microsoft, Hitachi, and Yamaha.

Dreamcast has its similarities to past consoles – it still uses familiar enough controllers (guess that "VR" craze never quite caught on) and its games still come stored on unassuming, albeit higher capacity, compact discs. But beneath its pearly white exterior lies a brave new world of earth-shaking innovations and unprecedented possibilities.

With its Visual Memory Unit (VMU), Sega has given life to the decidedly two-dimensional memory card concept. Instead of simply storing games on a boring gray piece of plastic, you'll now be able to interact with it. Whether exploring dungeons from your favorite RPG or tuning up that new race car you just won, it's all possible – and while on the go, no less.



Dreamcast is also the first internet-ready console, thanks in full to its built-in 56k modem. Browsing the web from the comfort of your couch is one thing, but how about going head-to-head against your loudmouth buddy across town (or the country) in a match of Sega Rally 2 to settle that "who's the best driver" bet once and for all? And if you lose, you can always blame your six-year-old nephew Urkel who "just picked up the controller" while you were in the bathroom.

But it is the capacity to evolve that is perhaps Dreamcast's most intriguing facet. More so than any other system before it, Dreamcast can accept a myriad of future expansions and upgrades. DVD movies in your future? Digital television perhaps? Or how about some extra memory to make your games look more real than real? Dreamcast can, and will, handle it all.

In the following pages, we'll give you the lowdown on exactly what to expect when Sega welcomes us all to the next level this fall. So sit down with our feature and take some quality time to get to know your Dreamcast.

64-BIT RISC CPU:128BIT GRAPHICS ENGINE:MAKES GREAT TOAST

Videogame consoles are ultimately the sum of their component parts, and in Dreamcast's case they're staggeringly powerful. Here's a breakdown of the bleeding-edge silicon under the hood of the most technologically stunning – and damn good-looking – game system ever.

TECHNO-BABBLE:

CPU (Central Processing Unit):
Hitachi SH-4 SuperH RISC (Reduced Instruction Set Chip) processor running at 200 Megahertz, capable of 360 million instructions per second.

Graphics Chip
NEC Videologic PowerVR2DC chipset capable of rendering 3 million polygons per second with the following effects: perspective-correct texture mapping, point, bilinear, trilinear, and anisotropic mip-map filtering, gouraud shading, z-buffer, colored light sourcing, full scene anti-aliasing, hardware-based fog, and bump mapping.

Sound Chip
Yamaha Super Intelligent Sound Processor capable of generating 64 simultaneous audio channels with 3D environmental effects.

Memory
26 Megabytes of total RAM (16MB main system memory, 8MB video memory, 2MB sound memory).

Disc Format
Custom 12x speed Yamaha CD-ROM drive (known as "GD-ROM") which holds up to 1 Gigabyte of information.

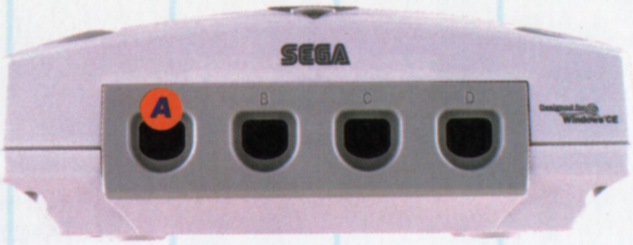
Modem
56k ITU V.90 standard, upgradable through replacement.

Dimensions
7 and 7/16 inches (W) by 3 inches (H) by 7 and 11/16 inches (D)

Weight
4.4lbs

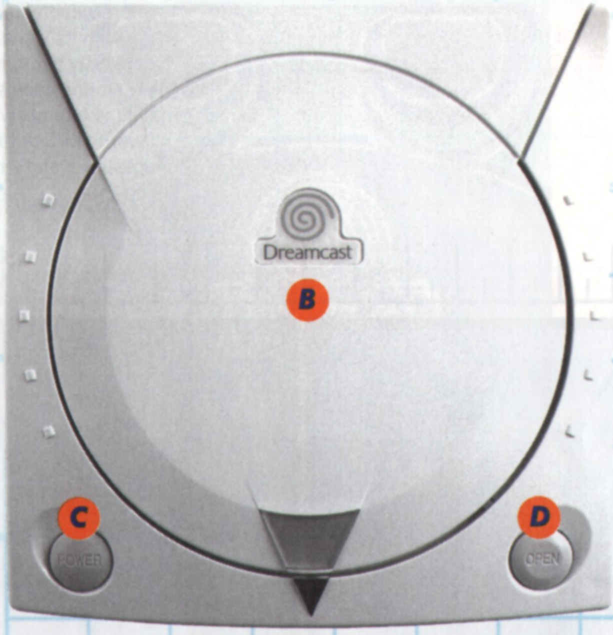
Supplied Accessories
Composite A/V cable, power cord, modular telephone cord, internet access software, one controller.

FRONT



A: CONTROLLER PORTS
No cutting-edge console would be worth its salt without more than two controller ports, and Dreamcast as it just so happens boasts four – perfect for multi-player games. But these aren't your average sockets. They can send data in two directions, paving the path for such advanced peripherals as printers, digital cameras, or perhaps even a DJ-style turntable.

TOP



B: GD-ROM DRIVE
Dreamcast's innovative CD unit runs at 12 times the speed of normal CD-ROM drives and boasts nearly twice the storage capacity – 1 Gigabyte of data in total. This means you'll see lightening-fast (or often unnoticeable) load times, and won't be swapping discs as often for longer and larger games. Of course, it will still play all of your favorite audio CDs too.

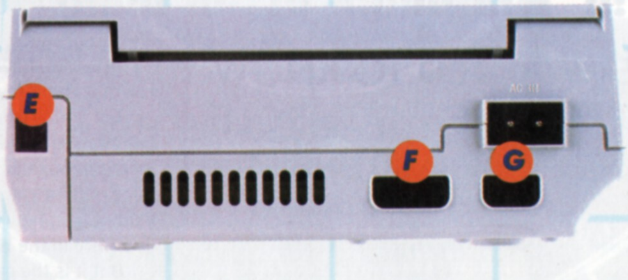
C: EJECT BUTTON
When pressed, this button makes the Dreamcast open wide for insertion of games and music CDs. Mind your fingers as the discs spin down after playing though – it's nearly like a saw blade at 12x speed.

D: POWER BUTTON
Pressing this magical button will cause your system to sprout wings and fly around the room frantically. Just kidding… it just turns the power on.

WHAT NO RESET?

By now, you've probably noticed that Dreamcast is missing a reset button. To reset your game in progress, simply hold down all four action buttons on your controller (A, B, X, and Y) and hit Start. Viola!

BACK



E: MODEM PORT
This port serves dual purposes. Firstly, it's where you attach a cord for connecting Dreamcast's modem to the phone jack on your wall. The modem itself can be removed for replacement with a faster model in the future. Alternatively, this is also where undisclosed future upgrades will connect, sliding in underneath the system and offering their own extension slot for accommodating the modem.

F: A/V MULTI-OUT PORT
Here's where your four video output options are connected: S-video, composite video, an RFU adapter, or the exceedingly high quality VGA Box.

G: SERIAL PORT
Exact purposes of this smallish port have yet to be revealed, but it's likely that Sega's proposed Local Area Network adapter (an add-on for setting up your own multi-system, multiplayer games at home) will connect here.

Light Gun

From: Sega
Price: Packed-in with *House of the Dead 2*, $33 (¥3800) separately
Release: Out Now (Japan)
Compatible Games: *House of the Dead 2*

It's the Dreamcast Light Gun, the most innovative videogame blaster in the world. Do you feel lucky? You should, because its pinpoint accuracy is second to none, and its built-in directional pad will undoubtedly open up a whole new world of possibilities for light gun shooters. The least of which being the ability to actually move around freely inside the game world while blasting away with a "real" gun.

Keyboard

From: Sega
Price: $33 (¥3800)
Release: Out Now (Japan)
Compatible Software: *Dream Passport*, *WebTV browser*

Surf the web in style – or at least a lot more effectively than you can with a controller. Featuring all the keys and doodads you'll find on a standard computer keyboard, the Dreamcast keyboard also boasts a number of shortcut keys designed specifically to make using the system's bundled internet software easier to navigate by automate the typing of such common things as "www" and ".com" for website addresses.

Controller

From: Sega
Price: $25 (¥2800)
Release: Out Now (Japan)
Compatible Games: All

What you're looking at represents the absolute peak of perfection in videogame control – it looks great, works great, and is incredibly comfortable. Not unlike other modern controllers, Dreamcast's boasts two control pads, one analog and one digital. Four action buttons grace its face, accompanied by two fully analog shoulder buttons. What make Dreamcast's pad extra-special, however, are its two extension slots. The top-most one is intended primarily for holding a VMU; the lower one, while it can hold a VMU as well, will most often be where you'll slap in a Puru Puru Pack for force feedback effects.

Visual Memory Unit (VMU)

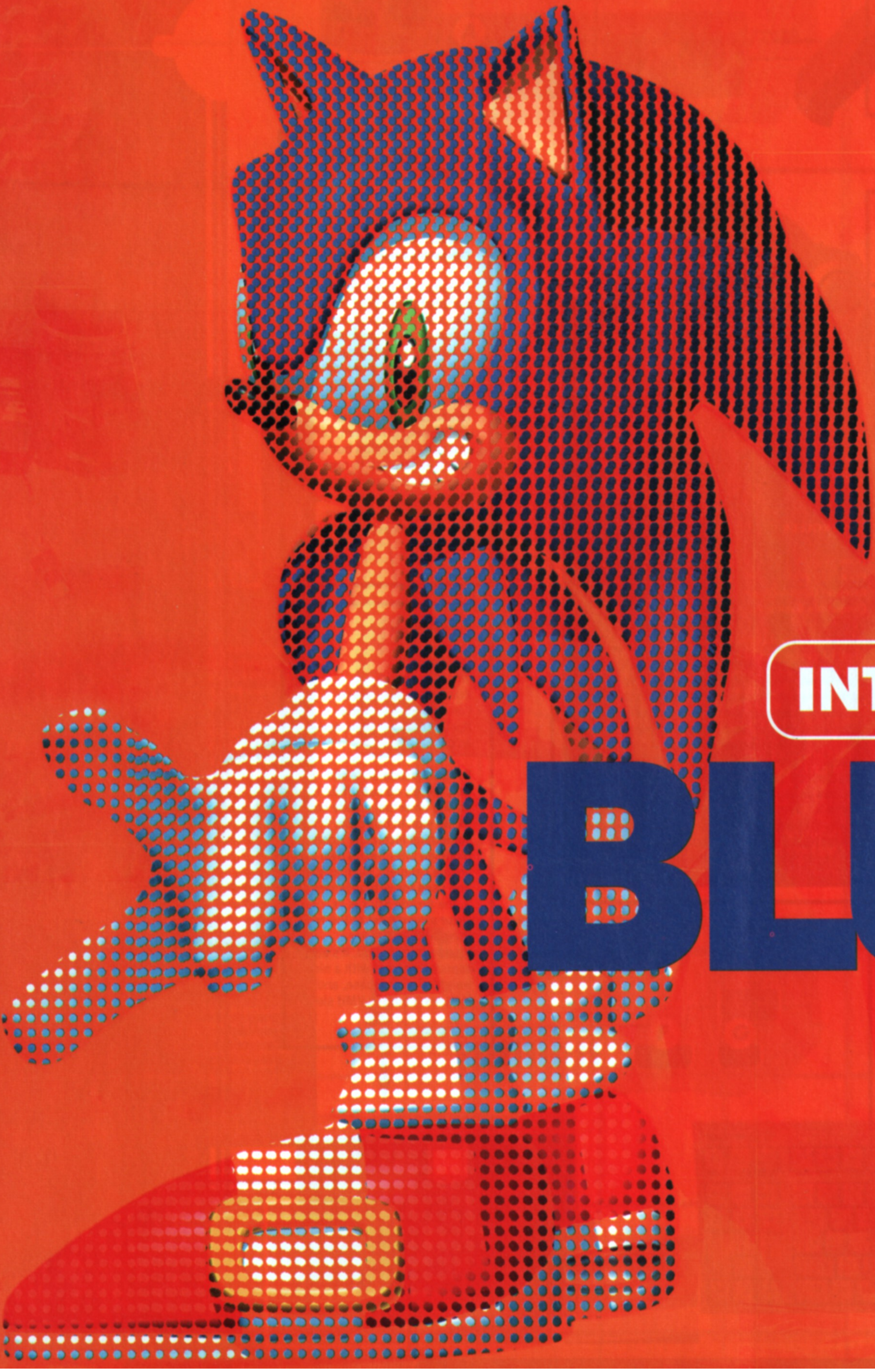
From: Sega
Price: $33 (¥3800)
Release: Out Now (Japan)
Compatible Games: All

Dreamcast's most unique peripheral, the VMU is more like a smallish hand-held game system than a memory card, although it can be used for saving game data (128 blocks worth in all). Central to the VMU's remarkableness are its diminutive LCD screen, control pad, and action buttons, which enable you to organize data, and, more importantly, play mini-games that can be downloaded from many Dreamcast titles.

Arcade Stick

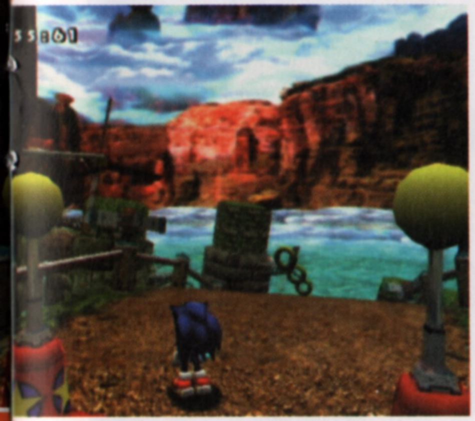
From: Sega
Price: $50 (¥5800)
Release: Out Now (Japan)
Compatible Games: *Virtua Fighter 3tb*, *Power Stone*, *Marvel vs. Capcom*

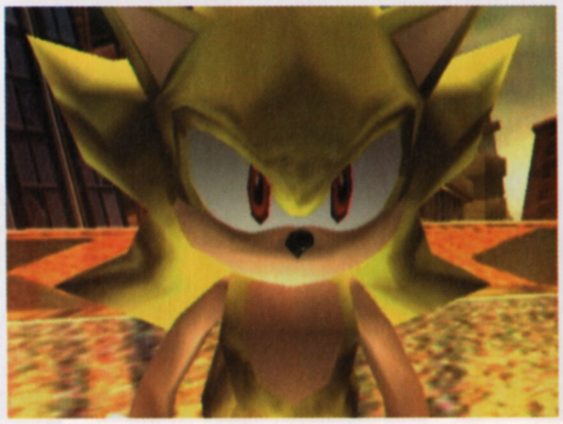
For true arcade-style control, there's no substitute for having an actual arcade controller – or, in this case, something incredibly close. Modeled after Sega's own arcade cabinets, such as the one used for Virtua Fighter 3, the Arcade Stick is as close as you'll get to the real thing without buying a $3,000 coin-op unit. It's also especially heavy, with a nice weighted, metal base, and features a built-in VMU slot.

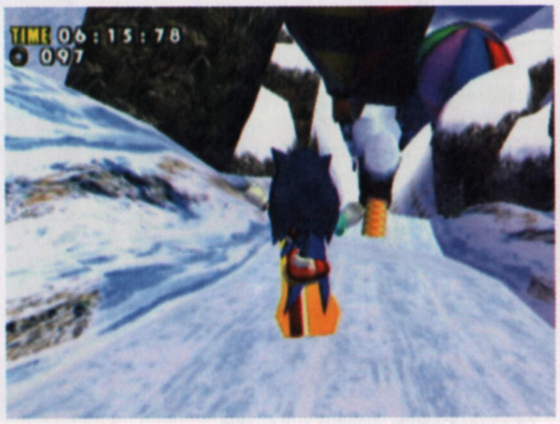


TIME 00
000
04

INTO THE BLUE







SONICADVENTURE

With a distinctly Gen X attitude and a talent for hurtling through side-scrolling space at the speed of light, Sonic has gone on to capture the imagination of millions around the globe, joining the ranks of Mario and recently inducted Crash Bandicoot as having one of the most recognizable mugs in videogames. With the launch of Dreamcast in Japan, his-hedgehogness has arrived in style for his first truly 3D outing. As startling a change as this may be for a series so firmly entrenched in side-scrolling ideology, the result is a visually stunning experience with some equally amazing gameplay.

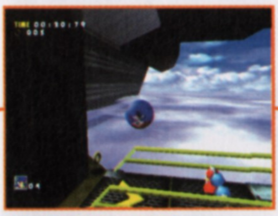
Under the direction of series creator Yuji Naka, *Sonic Adventure* gets off to a blazingly fast and fabulously familiar start. All of the quintessential "Sonic" elements are intact, as a run-through of the first stage, Emerald Coast, confirms: gold rings to collect, cute enemies to bonk on the head, red bumpers that launch you into orbit, the super-spin dash, and most importantly, tear-inducing speed- and it's all in beautiful 3D.

Right away you know you've entered a new world of gaming, full to bursting point with silky-smooth animation, incredibly realistic scenery and flawlessly designed levels. Sonic has indeed come a long way since the Genesis. From the visual depth of each environment to the subtle animations of all the objects on each screen, this game must be seen to be believed.

Sporting bright, colorful textures and completely smooth 3D polygons, each of the six playable characters in the game are rendered with crystal clarity (get to know the different characters on page 26) and the stages are equally impressive looking.

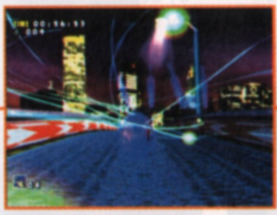
Each consists of three essential elements. There's the exploration parts, where Sonic runs around looking for shortcuts and secret areas (of which there are many) and – most impressive from a speed standpoint – the gravity-defying tracks that house super-speed launch pads that rocket the blue fella

DEVELOPER:
Sonic Team
PUBLISHER:
Sega
ESSENTIALS
VMS: Yes
Players: 1
Online: No
Peripherals: VMS, Puru Puru Pack
ESRB: E
Origin: Japan
Price: 5800 yen



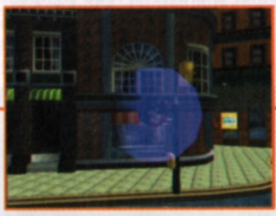
HEJUMPS!

The most basic move in the book, Sonic's jump move has been enhanced to help him navigate the brave new world of 3D. Jumping by pressing X, then pressing jump again at the height of Sonic's leap allows him to do one of two things: home in on the nearest enemy for a good bashing or jump dash to cover a greater distance more quickly.



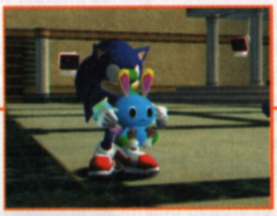
HEDASHES!

Sonic's dash move is little more than a way to get around town or stages more quickly. Pressing and holding the B or X button powers up your dash. Releasing it sets you on your way. Only until you get a hold of the Super Spin dash will this move be of any real use against enemies or in specific environments.



HESPINS!

After Sonic picks up his first upgrade, the super speed shoes, he's then able to really pack a punch with his Super Spin Dash with the B or X button. With each upgrade, Sonic's spindash will become more useful in the action stages by allowing you to power up and cross large gaps in the ground by flying over them in a straight line.



HECARRIESSTUFF!

An ability only accessible to Sonic during the adventure segments of the game, you'll need to carry things like keys from one area to another in order with the Y button to unlock new stages. This skill shows Sonic's increased interaction with his surroundings and even lets him cuddle a bit with his Chaos. Is this really a good thing?

WHO'SWHO

TAILS

Species: Fox
Abilities: Flying and racing different characters through each level
Goals: Finding short-cuts to outrun opponents
Best level: Emerald Coast or Sky Deck
If he were a Simpsons character, he'd be: Milhouse Van Houten

KNUCKLES

Species: Echidna. An anteater with a single orifice for expelling waste and fluid. Ick.
Abilities: Digging, climbing and gliding
Goals: Find hidden locations of Emerald pieces in each level and make a whole gem.
Best level: Casinopolis
Simpson's counterpart: Nelson Muntz

AMY

Species: Hedgehog
Abilities: Double jump w/hammer blow.
Goals: Outrun Eggman's robot through levels equipped with her glorious Hammer of Love. No, seriously...
Best level: Twinkle Park or Hot Shelter
Simpsons counterpart: Jessica Lovejoy

BIG THE CAT

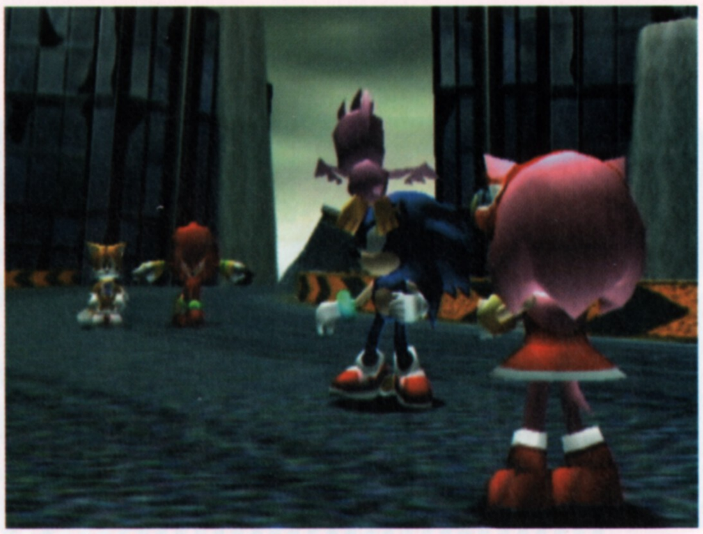
Species: Take a big fat guess
Abilities: Very few. Fishing, if you must know
Goals: The obligatory "fishing element" in every Japanese game. Fish to rescue his pet frog
Best level: Hot Shelter
Simpsons counterpart: Barney Gumble

E-102r

Species: Sentry Robot
Abilities: Super Multi-targeting Blast
Goals: Save as many animals as possible from each level, while destroying evil sentry robots all under a time limit
Best level: Red Mountain
Simpsons counterpart: Professor Frink
DCM Counterpart: Randy Nelson

SUPERSONIC

Species: Uber Hedgehog
Abilities: Invincibility
Goals: Destroy Perfect Chaos and amass rings to maintain super powers
Simpsons counterpart: Radioactive Man



(Top) Sonic gathers with Knuckles, Tails and Amy in a special ending to take down Perfect Chaos. Bring on Super Sonic! (Right) E-102 takes a stroll around town; (center) Frog-catching in Emerald Coast; (bottom) Tikal, the Chaos Emerald guardian

along like a bullet train. For a change of pace, there are also a number of sub-games that range from snowboarding, to pinball simulations (guess who's the ball?) to a "whack-a-Mole"-type game with Amy. Even when you've completed a stage, you can always play it again another way to get just a little more out of it.

The level design is further enhanced by certain moments of blissful spectacle. From a killer whale chase in Emerald Coast to Wind Valley's dizzying tornado, complete with a vortex of brilliantly rendered leaves, *Sonic Adventure* wields flash and function with equal skill.

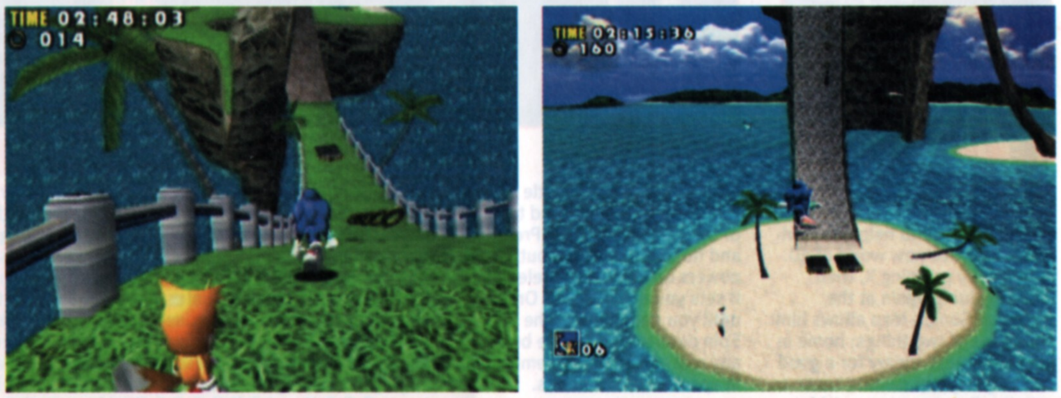
TOBOLDLYGO

While stellar visuals go hand in hand with introducing Sonic to a more powerful system in Dreamcast, the gameplay in *Sonic Adventure* also takes a bold leap in a new direction as well. Sonic not only receives the gift of gab (with full voice tracks), but he's also able to use his newfound voice on the characters roaming the fictional metropolis, Station Square. Here you're required to interact with other characters, read signposts and carry out minor tasks in order to progress. In fact, a good bulk of the challenge within the game is finding each of the level entrances hidden throughout Station Square. You'll need to complete the levels in a specific order to access each successive stage, giving the game a strictly linear structure.

CHAOTIME

But Station Square isn't just for seeking out new stages. You'll also be able to visit the Chao Gardens, where you can participate in the raising, breeding and training of the Tamagotchi-style Chaos. Think of it as an introduction to virtual pet sims, Sonic-style. (More on Chaos in the sidebar "Chao Baby" on page XXX).

Controlling Sonic in his 3D universe is surprisingly smooth allowing you to get a good grasp on navigating both depth and direction without any problems. The layout of each level takes the pressure off the controls by defining the actual room you have to move around. By using elements such as water, lava or umpteen mile drops to surround limited areas, you'll have a good



Emerald Coast, your starting point in *Sonic Adventure*, is a showcase piece with plenty of dazzling sights and breakneck speed.

CHAOBABY!

Not only will these little creatures give you hours of love and entertainment, they'll also give you a damn good reason to use your VMU. It can be a bit tricky- so here's a mini-guide to parenthood.

? How do I get started?

First, you must find some eggs. There are two pastel-colored ones sitting in the Chao Garden in Station Square that can be hatched.

? How do I hatch eggs?

Very carefully. Chaos are very sensitive to your actions, so it's best to avoid dropping or throwing an egg. Hatch it nice and slow by first picking it up with the Y button, then holding the button down and pressing any direction on the analog stick. You'll begin caressing the egg, coaxing out the Chao. Once you set it back on the ground, it willhatch.

? What should I do with it once it hatches?

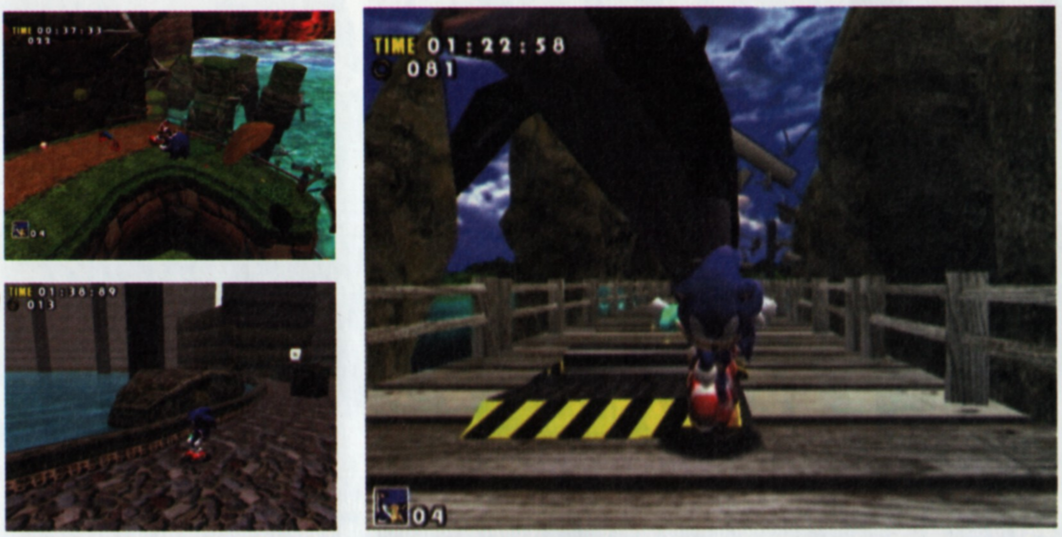
Pay close attention to how it acts each time you visit. At this early stage in a Chao's life, you can assimilate different animals with it. This can be done by freeing some of Robotnik's animal slaves in different stages then returning to a Chaos Garden. The animals will automatically be freed into the area and you can then pick one up and bring it near a Chao. The Chao will then nuzzle the animal, delightedly, and possibly take on some of its characteristics (so best to avoid to close associations with , say, Echidnas...). You can also feed your Chaos by shaking down coconuts from the trees in the garden.

? Can you mate Chaos in the gardens or only on the VMU?

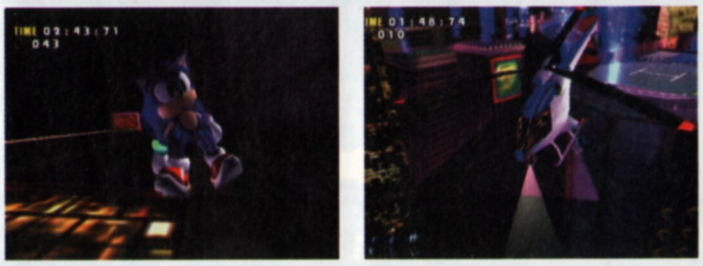
You can mate them anywhere, but preferably not in public. Set two adults next to one another in order to let them get started and if successful, they'll produce an egg!

? What can you do with the VMU in all of this?

Train, train, train! By moving a Chao to your VMU, you can participate in a number of games that will boost your Chao's stats . The mini-quest will improve your Chao's abilities so it can win in the Chao Races.



Sonic Adventure manages to include not one... not two... but countless of those elusive "gaming moments."



Dramatic camera angles work both for and against *Sonic Adventure*. Thankfully, it'll be "ooh's," not "aarghs" that you'll find yourself saying more often than not

idea as to where you can or can't go. But, you also never feel too restricted when roaming. Each environment succeeds in feeling incredibly open, whether your red-sneakered feet are zipping along a set track as Sonic or you're fishing in a pond as Big the Cat.

While some gamers may have a distaste for the speed-factor in Sonic games, claiming that it feels too much like you're being led around by the snout, rather than forcing you to use any real skill, the speed segments in *Sonic Adventure* avoid feeling too scripted. Level designs are paced well and include enough variety to neatly sidestep this problem.

CAUGHTONCAMERA

The same cannot be said for the game's camera. Nicknamed "Cammy" around the office, the camera system has a bad habit of taking on a life of its own at times. Due to the speed of Sonic himself, you'll find Cammy lagging behind or getting stuck at the most annoying angles. Not just annoying, the experience can leave you disoriented. Imagine cruising along, collecting rings on a steel platform -- next, you're staring, bald-faced at the backside texture of a wall with absolutely no idea where you are or where the hedgehog has gone off to. Imagine if this kind of thing happened in the movies. You're watching the T-Rex approach the upturned jeep in *Jurassic Park*, when suddenly the camera gets stuck behind a giant green fern with a tiny beetle on it. And the camera stays there until the scene ends. Aargh!

While this doesn't happen too frequently, some stages seem worse off than others (cough... Sky Deck... cough... Emerald Coast). Though the problem is forgivable in the face of the game's abundant strengths, it's lucky for us US gamers that the cameras are being corrected for the domestic release.

BUGGINOUT

But the camera problem also highlights another of the game's few (but significant) weaknesses: bugs. Clipping through certain corners in the environment (parts of the scenery suddenly disappear and then re-appear without warning), as well as some rather dodgy collision detection take a little of the shine off the otherwise gleaming surface of *Sonic Adventure*. To be absolutely bowled over by the beauty of a waterfall one moment, then falling through a wall for no reason to an untimely death the next, is sure to spoil the mood. Once again, you'll be relieved to know that this will all be corrected for the US release.

Despite these problems, however, Sonic succeeds in delivering a fast, furious rollercoaster ride with enough depth and beauty to dazzle even the most jaded gamer. It's not the only reason to buy a Dreamcast, but it's a damn convincing one. DCM

FRANCESCA REYES

- + ·**Brilliant level designs**
- + ·**Beautiful graphics**

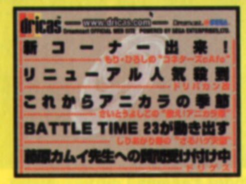
- − ·**"Cammy's" fickle behavior**
- − ·**Buggy areas detract from gameplay**

8

GET READY!

DREAMCAST GIVES YOU THE WORLD!

Dreamcast's built-in modem makes it easier than ever to access the internet, whether it be to send e-mail, browse the world-wide web, or, best of all, take part in massively multiplayer online games. DC Nation is your monthly guide to not only **DCM**'s website, but all things Dreamcast online.



dricas www.dricas.com

新コーナー出来！

リニューアル人気殺到

これからアニカラの季節

BATTLE TIME 23が動き出す

MAIL CHUM
メールしたいキャラをクリック！

TOKYOONLINE

Sega's original online service, Dricas (top left), went live in November 1998 and serves as a one-stop information source for Japanese Dreamcast owners. In addition to daily news and chat, the site offers some more unique features, such as Mail Chum (top right), a digital postcard service of sorts.

ONLINEGAMEOFTHEMONTH

✱ SEGA RALLY 2

Sega Rally 2 **isn't just the first online-compatible Dreamcast game on the block – it's also DCM's current favorite. Few things compare to going head-to-head against three friends (or complete strangers) for some of the most thrill-packed racing available anywhere.**

In only a few short minutes, you can be up and racing online too. Simply start the game, select the 'Network Race' option from the main menu, and enter the name you'd like to appear above your car while racing. Select 'connect' and you'll be zipped off to Sega's racing server and plopped into a chat room. ***(Sounds kinda painful – Ed)***

Here you can talk to other would-be racers and set up a match. Highlight your three virtual opponents using the controller and select 'race.' Don't worry if you suck – you can brush up on your racing skills by following our in-depth strategy guide that starts on page 30.

PG.30 GO THERE NOW

Price: Y5800 ($50)
Developer: Sega
Publisher: Sega
Origin: Japan
Online: Yes
Multiplayer: Yes
Peripherals: VMU, Racing Wheel

2'22
1'02"87
1'00"077
0'19"951
2nd/2
226km/h

GETWIRED!

1 JACK IN

Unlike the movies, plugging the phone jack directly into the back of your head won't work. It may also hurt. A lot. Instead, use the modular phone cord provided with your Dreamcast to connect its modem to an open phone jack, using a splitter (available at most electronics stores) if necessary.

2 SIGN UP

Pop the *Dream Passport* disc in and power up your machine. Select 'Getting Started,' fill out all the required fields, and your system will connect to Sega's toll-free server and register itself, as if by magic.

3 LOG ON

Now you're ready to go online for the first time. From *Dream Passport*'s main menu, select the 'connect' option, and your system will dial into Sega's server. Once you're signed on, the browser window will open and you can start exploring the net. A whole world of educational information will then become available to you. That and 200 fan-sites devoted to Pamela Anderson Lee's 'considerable talents.'

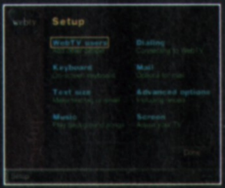
DREAMCASTONLINE101

WORLD WIDE WHAT?

Unless you stopped keeping up with current events around the same time Walt Disney did, you should already know what the World-Wide Web is. Just in case you don't, It's a network of web 'sites,' each comprised of 'pages.' On these pages, you'll find all sorts of pictures, movies, information – some relating to videogames and some not. It's basically the internet. What's that? Oh, God...

TWO WAYS TO BROWSE

Your first means of getting around is via Sega's Dream Passport software, which was included with your Dreamcast system. It has all of the necessary features for accessing web sites, viewing pictures, watching movies, and downloading VMU programs. Once more, Hollywood has duped you. Unlike the movies, surfing the web does not involve lots of world maps, or 'hackers' playing cat-and-mouse games with clumsy Feds. And everything takes ages.



An alternative to Dream Passport, Microsoft's WebTV software must be purchased separately, but simplifies the web browsing process by providing a number of search features and an easier-to-use interface. Everything still takes ages though.

IN TOUCH

Both browsers also provide access to three other key areas of the internet: E-mail, newsgroups, and chat. E-mail lets you exchange private messages with others, newsgroups (also known as 'message boards') are forums for posting public messages, and chat lets you interact with hundreds of other people in real-time.

GO!

CONNECTING TO THE OFFICIAL SEGA DREAMCAST MAGAZINE SITE

After a rousing online multi-player bout of *Sega Rally 2*, make a bee-line over to **DCM**'s online home at www.dreamcastmagazine.com Featuring live events, special online-only features, and a great means to interact with your fellow Dreamcast owners, our site is the ultimate online resource Dreamcast-related information.

OFFICIAL SEGA
Dreamcast magazine
www.dreamcastmagazine.com

WIN!

ONLINE CONTEST

Simply head over to our site and upload your best *Sega Rally 2* times, and we'll compare them against those of your fellow readers. If you're good enough, you just might be able to pull away from the pack and win the ultimate prize, a Subaru Impreza 555 of your very own. No, wait! Heck, it's the dummy issue - for one month only, the prize for the fastest *Sega Rally 2* lap time is... the planet Mars!

PROFILE:*LIVE*

LIVE MONTHLY CHATS WITH DREAMCAST CELEBRITIES

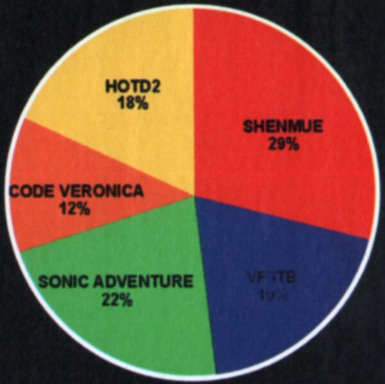
Every month, **DCM** hosts a live online event featuring the personalities behind Dreamcast's games and cutting-edge technology. This month, *Blue Stinger* creator Shinya Nishigaki will be live on our site to answer questions, take feedback, and give his thoughts on Dreamcast and gaming in general.

WEAPON
LOW PRICED
DANGER

BALLOT*BOX*

HAVE YOUR SAY IN OUR MONTHLY ONLINE POLL

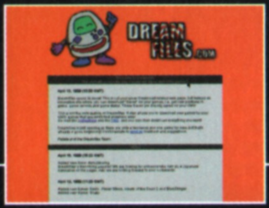
Want to be heard? **DCM**'s website gives you a chance to voice your opinions in our monthly poll. Last month, we posed the question: 'What game are you most looking forward to on Dreamcast?' and 'Life: What's the point?'



Your overwhelming response would put a smile on Yu Suzuki's face. *Shenmue* dominated the poll as the most anticipated title in Dreamcast's upcoming lineup. As for the other question...

This month, we want to know what Genesis or Saturn title you think deserves a Dreamcast update. From *Phantasy Star* to *Guardian Heroes*, there are plenty to choose from. Give us your two cents at the **DCM** site and we'll post the results next issue.

DCM



BOOKMARKS

FREE DOWNLOADS AND UP-TO-THE-MINUTE NEWS

Now here's a great idea. Dreamfiles.com allows you to download ready-to-go save games for the VMU. Can't seem to unlock that secret character in Power Stone? Chances are that they have and the save is on the site. Check it out at www.dreamfiles.com.

Also on our hot list this month is Sega X, one of the web's premiere fan-operated Dreamcast sites. With interviews, reviews, previews, codes, and daily news, it's a site that every Sega fan should have in their bookmark cache. Visit them at www.segadreamcast.net.

HOWTOBEAT SEGARALLY2

GO FROM DRIVING MISS DAISY TO BULLITT IN 60 MINUTES WITH DCM'S CRASH COURSE IN RALLY RACING

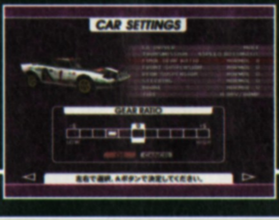
1 STEP*ONE:* LEARN*TO*SLIDE

Power slides factor heavily in mastering ***Sega Rally 2***. The most crucial thing to remember is the timing of braking and acceleration. For optimal cornering, you'll need to keep as close to the inside of the turn as possible as you enter it, tap ever-so-slightly on the brake, and then point your car a little further than the turn in order to slide 'out and around.' Pressing the accelerator while mid-way through the turn will keep your car from sliding out too far.

1'11"800
1'11"800
115km/h

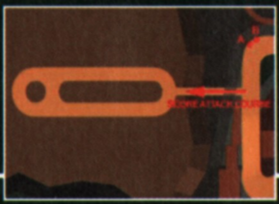
2 STEP*TWO:* CUSTOMIZE*YOUR*CAR

Your first step should be to experiment with the various car settings to determine which ones are right for each course, using the test run option to fine tune them as necessary before the race. Two fundamental changes should always be made, however: tires and gear ratio. You'll find that a low gear ratio (two clicks down from normal) usually yields the best results, and you'll want to select 'wet' or 'wet dirt/gravel' whenever the likelihood of rain is greater than 80%. We whole-heartedly recommend sticking with automatic shifting until you've gotten cornering down pat. Once you have, manual transmission can yield significant increases in acceleration off the starting line and after tight turns.



3 STEP*THREE:* FIND*THE*SECRET*MINI-GAME!*

Enter Arcade Championship mode and pick Riviera, then start the race as usual. As you approach the last hard turn before the second checkpoint, you'll notice that there are two orange cones sitting along the left-hand side of the barrier wall. Knock them both over and you'll hear a tone to confirm access to the secret course. Turn your car completely around and drive to along the outer wall along the curve. Check the diagram to the right to find out exactly where the secret course entrance is along the main track.



THE*CODES*

Enter the following codes in at the title screen. Use the digital D-pad and action buttons in order to enter one.

To unlock all cars, enter:
UP, DOWN, UP, B, A, LEFT, B, B, DOWN

To complete the 10-Year Championship Mode, enter:
UP, LEFT, DOWN, RIGHT, B, A, B, RIGHT, DOWN

For 30 Frames per Second, enter:
UP, A, DOWN, DOWN, LEFT, RIGHT, B, B, UP

For 60 Frames per Second, enter:
UP, A, DOWN, DOWN, LEFT, RIGHT, B, B, DOWN

If you enter the code correctly, you'll hear a tone afterwards.

VMU&ONLINE*SUPPORT*

Sega Rally 2 uses the VMU for a lot more than simply saving high scores – it stores everything from unlocked cars to season statistics to entire race replays on the device, so make sure you have one slapped into your controller before playing. If not, there's a handy menu that makes saving and loading crucial data a snap.

Online support for the game includes uploading your best times to Sega's website, and a superb four-player network competition mode complete with chat capabilities for setting up races. Simply enter a driver name, chat with some pals to plan your strategy, and hit the track!

2'22"900
2nd/2
1'02"872
1'00"077
0'19"951
SEGA

WELCOME...

...To the Official Sega Dreamcast Magazine- dedicated to the most powerful and exciting videogames console in the world. Armed with a 128bit

TRACKS

DESERT

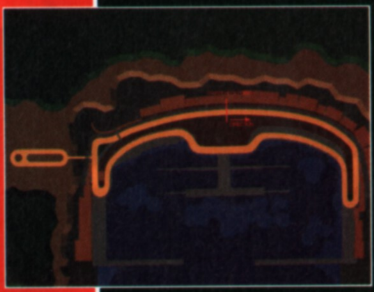
Quick Tip: It's a good idea to adjust your tires to accommodate for the mud slicks that you'll undoubtedly splash through on your way to first place.

MOUNTAIN

Quick Tip: Alternating between asphalt and mud, the Mountain track demands a good set of tires to combat both surface conditions.

RIVIERA

Quick tip: With its tight turns and nighttime lighting, Riviera can prove to be a racer's undoing. Try using a better handling car for your first run-through and adjusting braking and turning.



SNOWY

Quick tip: Adjust the tire type to snow/ice and lower your gears in order to get the maximum handling on Snowy track. Take your turns a little earlier to start sliding earlier.

UNLOCK EVERY CAR

There are a total of 11 cars to access by playing through different modes the game. Below is a guide to the cars you can win as you play- and what you need to do to get them.

SELECT CAR
Impreza 555

Win in 1st place during 1st year to get the Subaru Impreza 555

Skill level: Morgan Freeman in *Driving Miss Daisy*. No, wait- this is pretty basic stuff. If you can win Year 1 you're probably Miss Daisy – or maybe just her dog. Keep working...

Win in 1st place during 2nd year to get the Lancer Evolution IV

SELECT CAR
LANCER

Skill level: William Shatner in *T.J.Hooker*. Driven around by the heavily blow-dried Romano, you still need help getting out of the car- and during the race, you're actually replaced by a stunt-double several hundred pounds lighter. With a beard.

Win in 1st place during 3rd year to get the Celica GT-Four ST-185

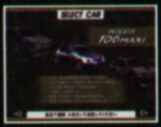
SELECT CAR
CELICA

Skill Level: That guy from *Duel*. You're making progress, but you look terrified. Chill out. Take a load off. Relax. And try to ignore that 16-wheeler in the next lane.

Win in 1st place during 4th year to get the Lancer Evolution III

SELECT CAR
LANCER

Skill Level: David Hasslehoff in *Knight Rider*. Man and slightly-effeminate-machine in perfect harmony. You lose points for not doing your own driving though, for talking to your dash, and for needing rescuing every episode by a Trans Am.



Win in 1st place during 5th year to get the Peugeot 106 Maxi

Skill Level: Bo and Luke Duke. You can drive pretty good, but you stupidly welded the doors shut and took out the windows. What if it rains, eh? What then? Fools!

Win in 1st place during 6th year to get the Lancia Delta Integrale

SELECT CAR
DELTA

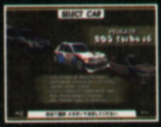
Skill Level: Elwood Blues. Now you're getting the hang of it. You can do the shopping mall without ever leaving your car.

Win in 1st place during 7th year to get the Fiat 131 Abarth

SELECT CAR
131 ABARTH RALLY

Skill Level: Burt Reynolds in *Smokey and the Bandit*. Getting faster. Whenever you're chased by a traffic cop, you can be sure he'll wind up in a duck pond, and then, moments later, hilariously pick a small fish out of his pants.

Win in 1st place during 8th year to get the Peugeot 205 Turbo



Skill Level: Speed Racer. You're nearly one with the road. There's a chimpanzee and little kid hiding in your trunk. You let opponents get right up on your bumper, then launch suddenly into the air as they hurtle unwittingly into the ravine ahead.

Win in 1st place during 9th year to get the Renault Alpine A110

SELECT CAR
ALPINE RENAULT

Skill Level: Mad Max. Nothing phases you. You've mastered the art of aggressive driving. Just remember what you did to the gas-tank before you try to fill up, or your season may be prematurely over.

Win in 1st place during 10th year to get the Lancia 037 Rally

SELECT CAR
037 RALLY

Skill Level: Steve McQueen in *Bullitt*. You solve the murder, get the girl, the sideburns, and permission to never ever smile... ever.

ESSO
ULTRON
ESSO
Clarion
PEUGEOT

HOW TO BEAT SEGA RA

GO FROM DRIVING MISS DAISY TO
WITH DCM'S CRASH COURSE RACING

Dreamcast 90210? Oh God, no...

WELCOME...

....To the Official Sega Dreamcast Magazine- dedicated to the most powerful and exciting videogames console in the world. Armed with a 128bit graphics engine and a modem that will allow you to surf the internet, play massively multiplayer games and even e-mail your buddies- Sega Dreamcast is in every way a next generation entertainment platform.

It deserves a next generation magazine.

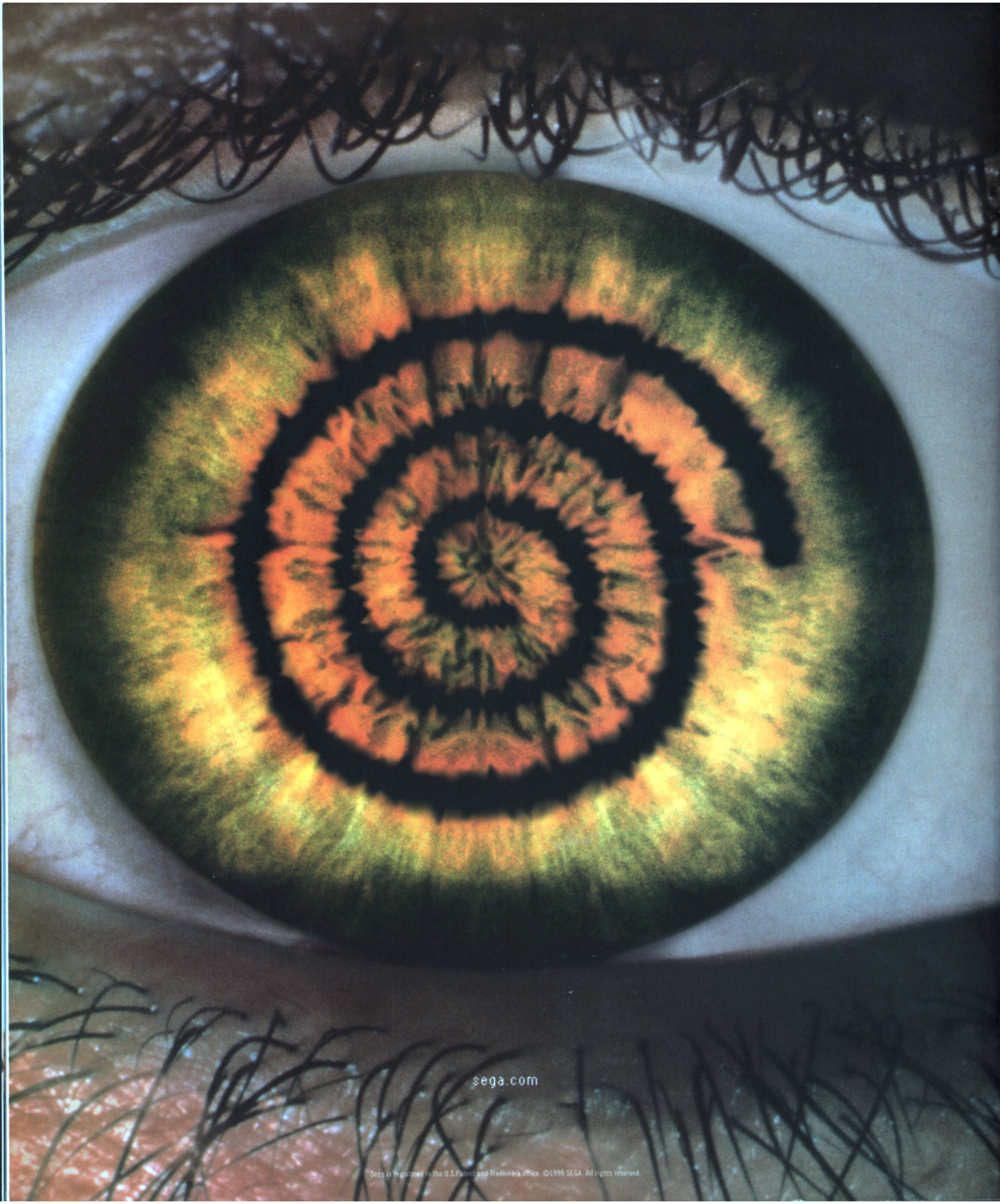
Like the system, we're ahead of the game. Dedicated to bringing you the complete world of Dreamcast every issue, our promise to you is that we will work tirelessly for the biggest exclusives- never flinching from asking the tough questions and never ever taking the PR line. We promise to furnish you with only the very best demos on our exclusive GD-ROM so that you can play before you pay and in our reviews we aim to set a new standard.

We will never review a game until it's completely finished. And when it arrives in the office- we won't score it until we've played the whole thing through- from the start menu to the end sequence.

But we're official, so we can't say what we want, right? Wrong. This magazine carries the official license from Sega because that's the best way to give you, the reader, the best value every issue. It means we can provide you with a disc full of free demos and uninhibited access to Sega's legendary and world-class development studios. It gives us the back-stage pass- and that's better for you. But the door only swings one way. Sega has absolutely no say in the content of this magazine. We are editorially independent-beholden to no-one. We answer only to you.

So once again- welcome. Enjoy this sneak preview and join with us in looking forward to Septmeber, when the world's most powerful console hits the stores- coincidentally enough, just in time for Issue One. Looks like Christmas is coming early...

Simon Cox
Editor In Chief



Sega is registered in the U.S.Patent and Trademark office. ©1999 SEGA. All rights reserved.